

WARHAMMER

1997 CITADEL MINIATURES CATALOG

\$1.95
CAN. \$2.99



**GAMES
WORKSHOP**

WARHAMMER CITADEL MINIATURES

Welcome to Games Workshop's 1997 Warhammer Catalog. Within these pages you will find pictures for the entire range of **Citadel Miniatures** for Warhammer. All the models are shown at **ACTUAL SIZE**, except in some cases, such as units of miniatures and the color battle shots, where we had to reduce the image to fit on the page. When possible we have pictured the miniatures in the catalog pages next to their blister "mates". Duplicate miniatures will occasionally be shown when models are packed with more than one variant. You can find packaging details at the bottom of each code section, which will list the accessories that come with each particular model. Games Workshop's plastic slottabases are supplied with all miniatures that require them.



Dwarf Queen Helgar

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UNDEAD

CHAOS DWARFS

BRETONNIA

LIZARDMEN

MONSTERS

CUSTOMER SERVICE & WWW SITE

WHITE DWARF SUBSCRIPTIONS

WARHAMMER SUPPLEMENTS



Bretonnian Grail Knights are the noblest and most chivalrous knights in the Warhammer World. For more on Grail Knights go to page 196 of this catalog.

Citadel miniatures are made of pewter. Due to their small size, Citadel Miniatures are not intended for children under the age of twelve. Citadel Miniatures are provided unpainted. When possible the models appear actual size.

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THE WARHAMMER HOBBY

In a fantasy world amidst the clash of swords and the blare of trumpets, mighty warriors meet on the fields of battle. Like the crack of a lightning bolt, lances split as gallant knights crash into the massed ranks of stalwart foot troops. Archers darken the sky with deadly volleys of arrows, while great cannons are brought to life with thundering booms. Using Citadel Miniatures, Warhammer, the Game of Fantasy battles brings all the excitement of commanding vast armies of noble warriors to your tabletop!



GETTING STARTED

The hobby starts with your first Citadel Miniature. From there, you can advance to painting your model, collecting an army, and playing a game.

A WORLD IN A BOX

The best way to get into the hobby is with the Warhammer boxed game. Packed full with over 80 of our finest plastic miniatures, the box contains rules, dice, and everything you'll need to play. Any flat surface becomes the battlefield where you and your opponent can maneuver mighty armies of Citadel Miniatures in a test of tactical skills and battle prowess, but the hobby doesn't end there.

EXPANDING YOUR GAME

The excitement and fun of playing a tightly contested battle is just the start of the Warhammer hobby. Players can expand their armies, adding special troop types, exotic war machines, powerful magics, and terrifying monsters.

CITADEL MINIATURES

Citadel Miniatures makes a vast range of plastic and pewter models for use with Warhammer. There are thousands upon thousands of different models to choose, from evil Egrimm Van Horstmann mounted on the fearsome Chaos Dragon Baudros, to a unit of the brave and gallant Bretonnian Knights, or the short and hardy Dwarf Warriors.

Not only is Van Horstmann an unstoppable Chaos Sorcerer, but he makes an impressive centerpiece for any Chaos Army.



One of the great new Lizardmen models.





From start to finish: the stages of painting a Citadel Miniature.

BRILLIANTLY PAINTED MINIATURES

Part of the Warhammer hobby is painting figures. Nothing brings a tabletop battlefield to life like a well painted army of Citadel Miniatures. Games Workshop has created the Citadel Colour range of paints specifically for our models.

In order to help beginners get started, the Warhammer boxed game contains a basic painting guide. By using a few fun but simple to learn techniques, players will soon have an army to be proud of. For more advanced techniques look to the monthly painting feature in White Dwarf magazine.



BASIC STEPS TO PAINTING MODELS

Above: Priming is a crucial step in properly painting a model.

Below: Base coating the model is the next essential step.



Left: After the model is basecoated it's time to shade, highlight and finish the base. Special models can be given banners by drawing a design on paper and using the same painting process.





An army of Dwarfs digs in and prepares to meet the foul Chaos horde.

BUILDING THE BATTLEFIELD

The first few games will most likely be played on the kitchen table with the supplied buildings in the boxed game. It isn't long before players want to game on more elaborate tables filled with vast forests, rolling hills and rocky outcrops, or perhaps on the banks of some mighty river. Varied terrain allows the creation of special scenarios. For example, in one game you could be defending a crucial bridge, and in another assaulting the gates of a castle. Making scenery is part of what makes Warhammer more than a single game, but a complete hobby as well.



It's easy to make a small stand of trees. All you need is a little imagination, the right tools and some of our great new ready-made trees!

THIS CATALOG

This catalog is intended to be your complete guide to the Warhammer hobby. With this essential tome in hand, tabletop generals and model collectors can now, at their leisure, pore over the entire line of **Citadel Miniatures** for Warhammer.

ORGANIZATION

Grouped together by race, each miniature is shown as close as possible to **ACTUAL SIZE**. Packaging information, like whether the models come in boxed sets or blister packs, as well as what plastic accessories are included, can be found at the bottom of each page. Unless otherwise noted, all models in this catalog are made of pewter.

KEEPING UP TO DATE

Each month Citadel Miniatures puts out dozens of new models, so to keep up-to-date with all the latest **New Releases** for Warhammer, Warhammer 40,000, and all of Games Workshop's games, check out **White Dwarf**, the monthly magazine devoted to the Games Workshop Hobby.



A Dwarf Hammerer Standard Bearer.



High Elves and Dark Elves clash on the battlefield, continuing their centuries old struggle.

FOR FREE

If you are just getting started in the Warhammer hobby and would like to find out more about the myriad of Games Workshop

products, then check our **FREE** introduction booklets. The **World of Hobby Games** is an

overview of the Games Workshop and Citadel Miniature Hobby. Inside you'll find items on all the Games Workshop games including Warhammer and Warhammer 40,000, plus you'll get a peak at White Dwarf Magazine, and special Games Workshop events like Games Day!

This guide is available for free from better gaming stores, or if there are no well stocked stores in your area give us a call directly.

GAMES WORKSHOP ONLINE

If you haven't seen it yet, then you're missing out! Go to Games Workshop's fantastic website and catch all the latest news and releases:

<http://www.games-workshop.com>

GETTING CITADEL MINIATURES

Finding Citadel Miniatures is easier now than ever before. All you need to do is visit your local **Games Workshop** store, **Chapter Approved** retail shop, or better hobby store.

A list of stores in your area can be found each month in the pages of White Dwarf magazine, on our web site, or you can call our Customer Service who will be glad to either direct you to a local store, or mail you the whole list!

If you can't find the models that you're looking for then check out what our great Mail Order Service can do for you. U.S. residents can call toll free at **1-800-394-GAME**, or in Canada dial **905-795-8091**.

CUSTOMER SERVICE

Games Workshop has a toll-free Customer service number that you can call from 9 a.m. to 7 p.m. Eastern Standard Time. If you have rules questions, problems with a missing or defective product, or are just curious about all upcoming releases, our enthusiastic staff will be more than happy to help you out. Just give us a call at:

1-800-492-8820



The High Elf Mage Teclis is arguably the most powerful mage in the in the Warhammer World.

WOOD ELVES

From the heart of Athel Loren, the woods come alive with the sounding of the Horn of the Wild Hunt. The cry of Great Eagles ring out from piney crags, huge green scaled serpents known as Forest Dragons wind their way through ancient, tangled growths, and even the trees seem to come alive to defend the magical forest.

THE LIVING FOREST

The great forest of Loren is the home of the **Wood Elves**. Kin to the High Elves, the Wood Elves stayed behind in the Old World while their brethren returned to Ulthuan, the Elven homeland.

Forced to survive on their own the Wood Elves adapted quickly to the forest life. Their wisdom, fighting techniques and even their magic changed to match the wooded surroundings. They became protectors of the

forest, every tree was sacred and every glade was holy ground.

The forest in turn offered up all of its resources to them, providing food, shelter and even its own kinds of protection in the form of ancient and powerful **Treemen**, and the mystical wood spirits, the **Dryads**.



Wood Elf Archers are the deadliest Archers in the world.

AMONGST THE TREES

The forest of Loren is so large and vast that unique communities sprang up. The Elves that settled in the piney crags of the mountains befriended the Giant Hawks that live there, using them to scout over the forest and when necessary ride them into war. Those Elves that settled the grassy glades brought with them the graceful Elven steeds, on which they became master riders and charioteers. The Elves that settled in the deep forests became master woodsmen and trackers, able to shadow intruders in the forests and lay deadly traps should they prove dangerous or troublesome.

THE WILD HUNT

Archers make up the bulk of the Wood Elf Army. Their special long bows are able to shoot farther than normal bows, allowing a deadly hail of arrows to rain down on the enemy from far away. Wood Elf **Scouts** patrol ahead of the main force, giving ample warning to their kindred of any approaching dangers. **Waywatchers** are the ever vigilant forest guard, laying devious traps for the unsuspecting enemy. **War Dancers** are the most fierce and skilled Wood Elf Warriors, turning the art of war into a deadly flowing dance, leaving the enemy mesmerized just before they fall to the swift thrust of an Elven blade. **Glade Riders** glide swiftly through the wood on their Elven steeds, while **Charioteers** crash through the enemy lines.

THE GODS INCARNATE

As if Wood Elves weren't deadly enough, they can be led into battle by their incarnate gods, **Orion** and **Ariel**. Orion, the master of the hunt is terrifying to behold. His wife Ariel is equally as terrifying, flying on giant moth wings and casting deadly magics about the battlefield. It is no wonder that the Wood Elf home of Athel Loren has yet to be successfully invaded.



Masters of stealth, Waywatchers are the deadly guardians of the Forest's borders.



A Wood Elf Spearmen ready for battle.



WOOD ELVES

8501B WOOD ELF GLADE GUARD



WOOD ELVES

8501B WOOD ELF GLADE GUARD



MINIATURES ARE SUPPLIED WITH A PLASTIC SHIELD SPRUE.

PACKAGED 2 MINIATURES PER BLISTER.



Able to move swiftly through wooded terrain, Wood Elf Spearmen units are formidable defensive troops.

WOOD ELVES

8501C WOOD ELF ARCHERS



PACKAGED 2 MINIATURES PER BLISTER.



WOOD ELVES

8501C WOOD ELF ARCHERS



PACKAGED 2 MINIATURES PER BLISTER.

Wood Elf archers make up the bulk of any Wood Elf army. Their exceptional skill with the bow allows them to launch deadly volleys into enemy ranks and disappear into the forests before the enemy can retaliate.



WOOD ELVES

8501D WOOD ELF DRYADS



PACKAGED 2 MINIATURES PER BLISTER.

Fierce tree spirits, Dryads can assume different tree aspects to combat their foes.



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CITADEL
MINIATURES

WOOD ELVES

8501E WOOD ELF WAYWATCHERS



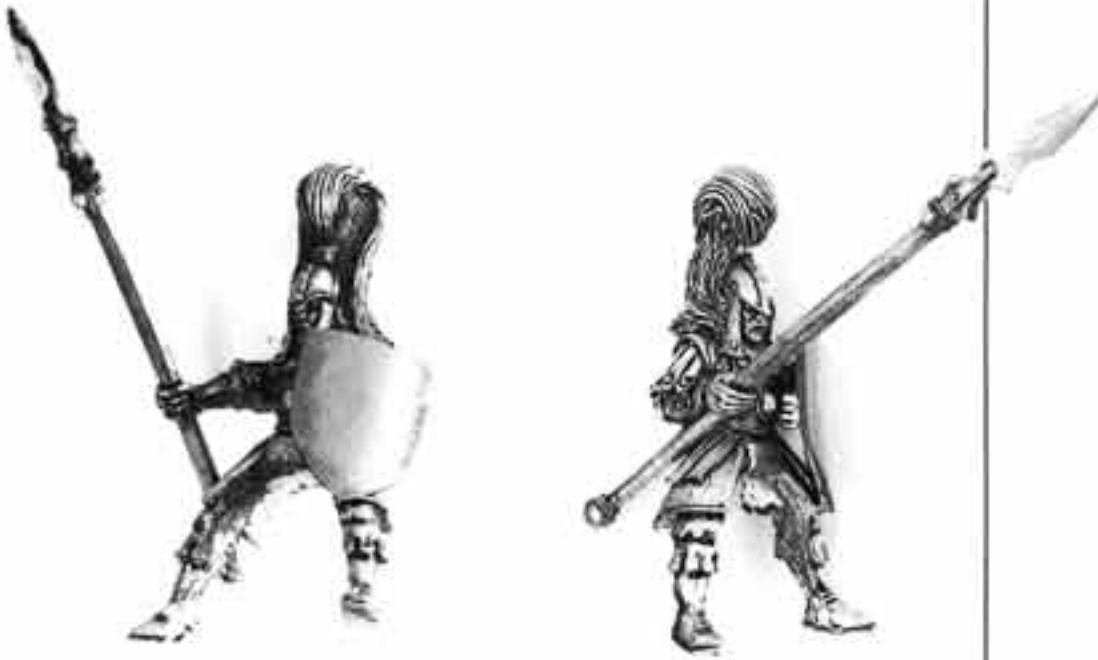
PACKAGED 2 MINIATURES PER BLISTER.



Master archers, able to skirmish and infiltrate into the enemies' lines, Waywatchers can also lay deadly traps in the forests for their unsuspecting foes.

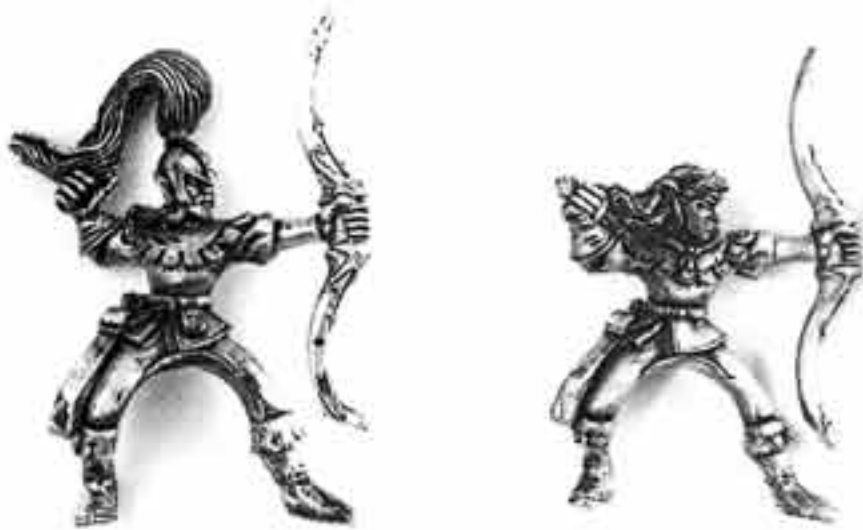
WOOD ELVES

8502A GLADE RIDERS



MINIATURES ARE SUPPLIED WITH A PLASTIC SHIELD SPRUE.
PACKAGED 1 MINIATURE AND 1 PLASTIC HORSE PER BLISTER.

8502B GLADE RIDER ARCHERS



PACKAGED 1 MINIATURE AND 1 PLASTIC HORSE PER BLISTER.

8502C GLADE RIDER CHAMPION

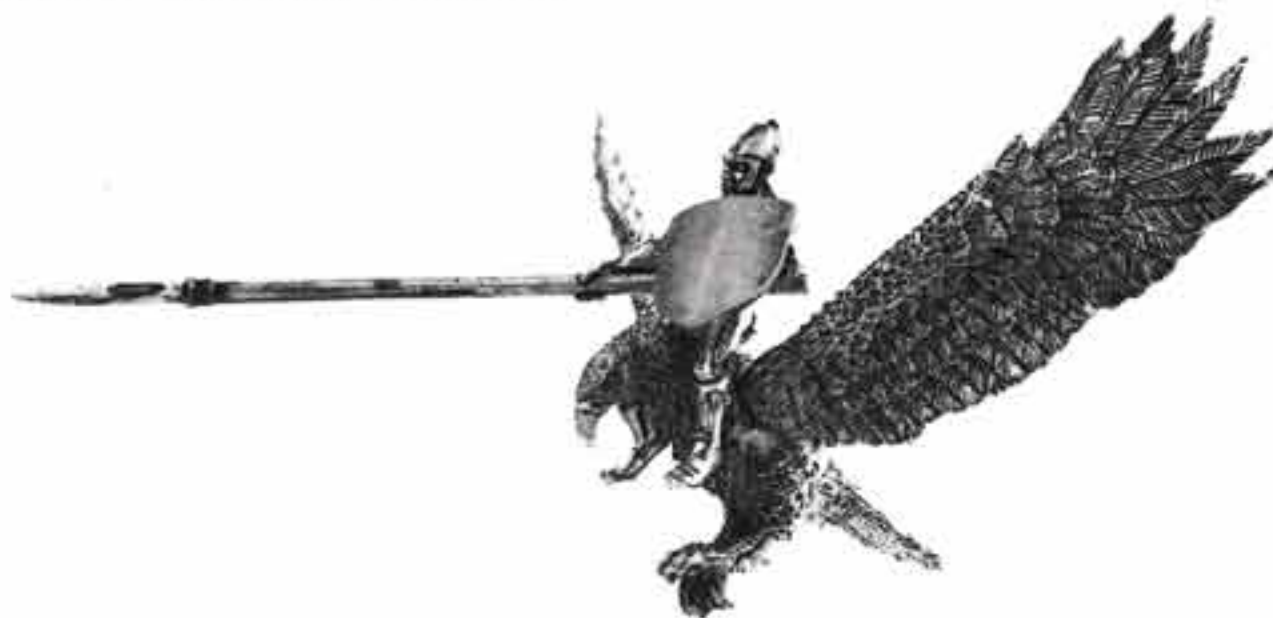


MINIATURE SUPPLIED WITH A PLASTIC SHIELD SPRUE.
PACKAGED 1 MINIATURE AND 1 PLASTIC HORSE PER BLISTER.



WOOD ELVES

8502D WOOD ELF WARHAWK RIDERS



MINIATURE SUPPLIED WITH A PLASTIC SHIELD SPRUE. PACKAGED 1 MINIATURE AND 1 EAGLE PER BLISTER.

8502E WOOD ELF WARHAWK RIDER WITH BOW

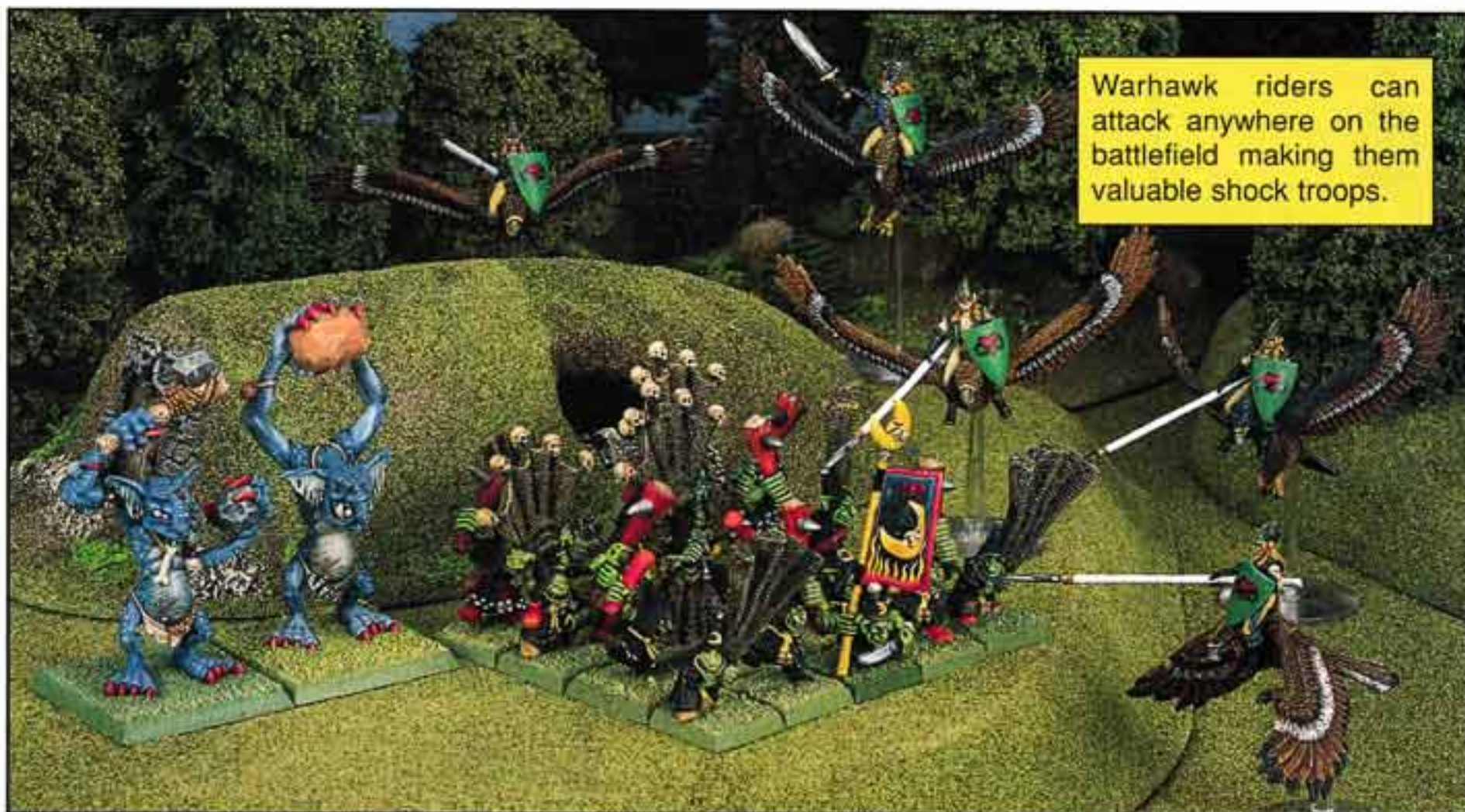


PACKAGED 1 MINIATURE AND 1 EAGLE PER BLISTER.

8502F WOOD ELF WARHAWK RIDER CHAMPION



MINIATURE SUPPLIED WITH A PLASTIC SHIELD SPRUE. PACKAGED 1 MINIATURE AND 1 EAGLE PER BLISTER.



Warhawk riders can attack anywhere on the battlefield making them valuable shock troops.

WOOD ELVES

8502G GLADE RIDER STANDARD BEARER



MINIATURE SUPPLIED WITH A PLASTIC SHIELD SPRUE.
PACKAGED 1 MINIATURE AND 1 PLASTIC HORSE PER BLISTER.

8502H GLADE RIDER MUSICIAN



PACKAGED 1 MINIATURE AND 1 PLASTIC HORSE PER BLISTER.

8504A WOOD ELF COMMAND



PACKAGED 3 MINIATURES AND 2 STANDARD BEARER TOPS PER BLISTER.

WOOD ELVES

8503B WOOD ELF WARDANCERS



PACKAGED 2 MINIATURES PER BLISTER.

Leaping and twisting in battle, the Wardancers turn fighting into an art, finishing their startled enemy with a quick thrust of an Elven blade.



WOOD ELVES

8504D WOOD ELF MOUNTED GENERAL



PACKAGED 1 MINIATURE AND 1 PLASTIC HORSE PER BLISTER.

8504E WOOD ELF MOUNTED MAGE



PACKAGED 1 MINIATURE AND 1 PLASTIC HORSE PER BLISTER.

8504F WARDANCER CHAMPION



PACKAGED 1 MINIATURE PER BLISTER.

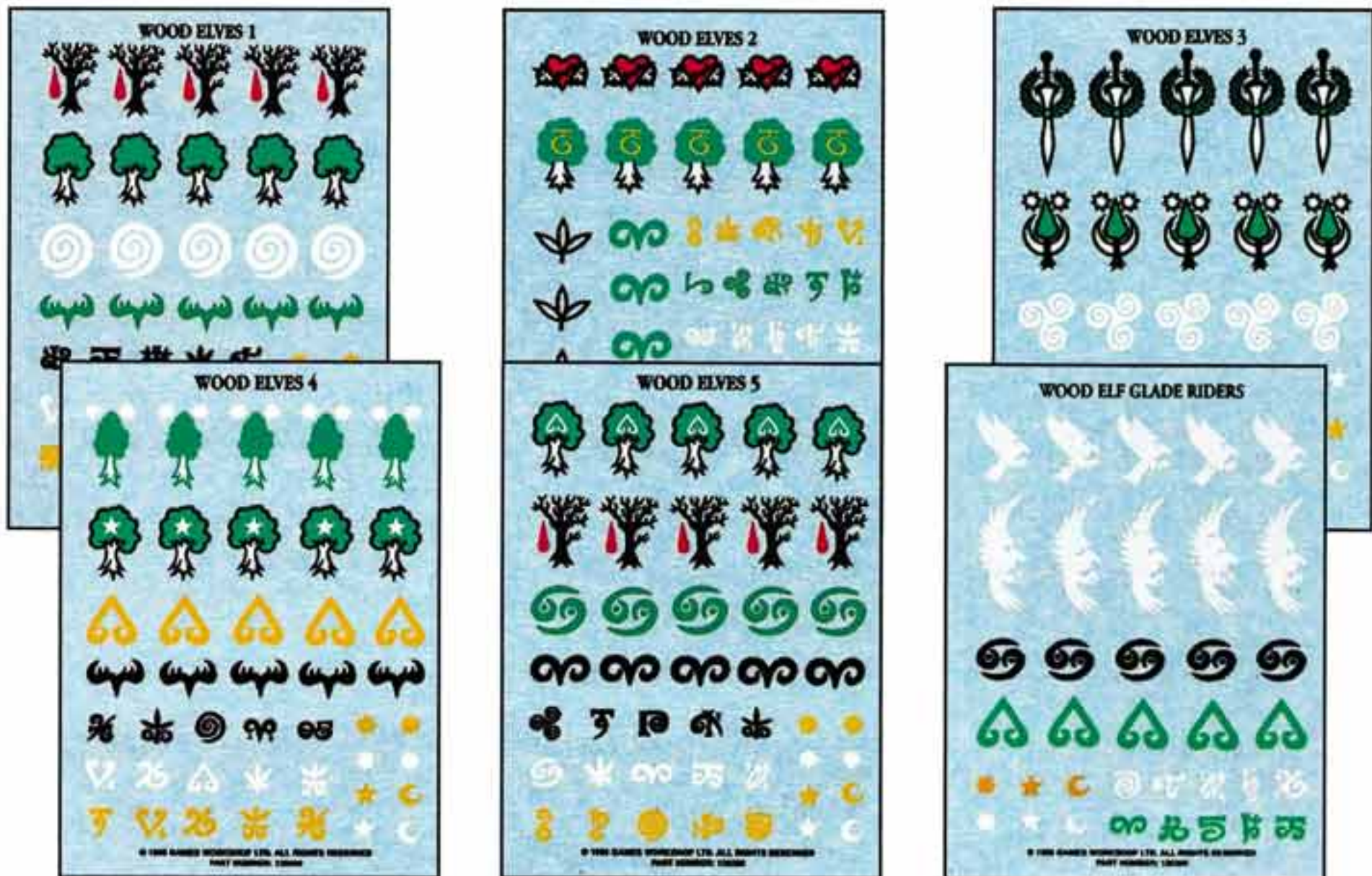
8599Q SKAW, THE FALCONER



PACKAGED 1 MINIATURE PER BLISTER.

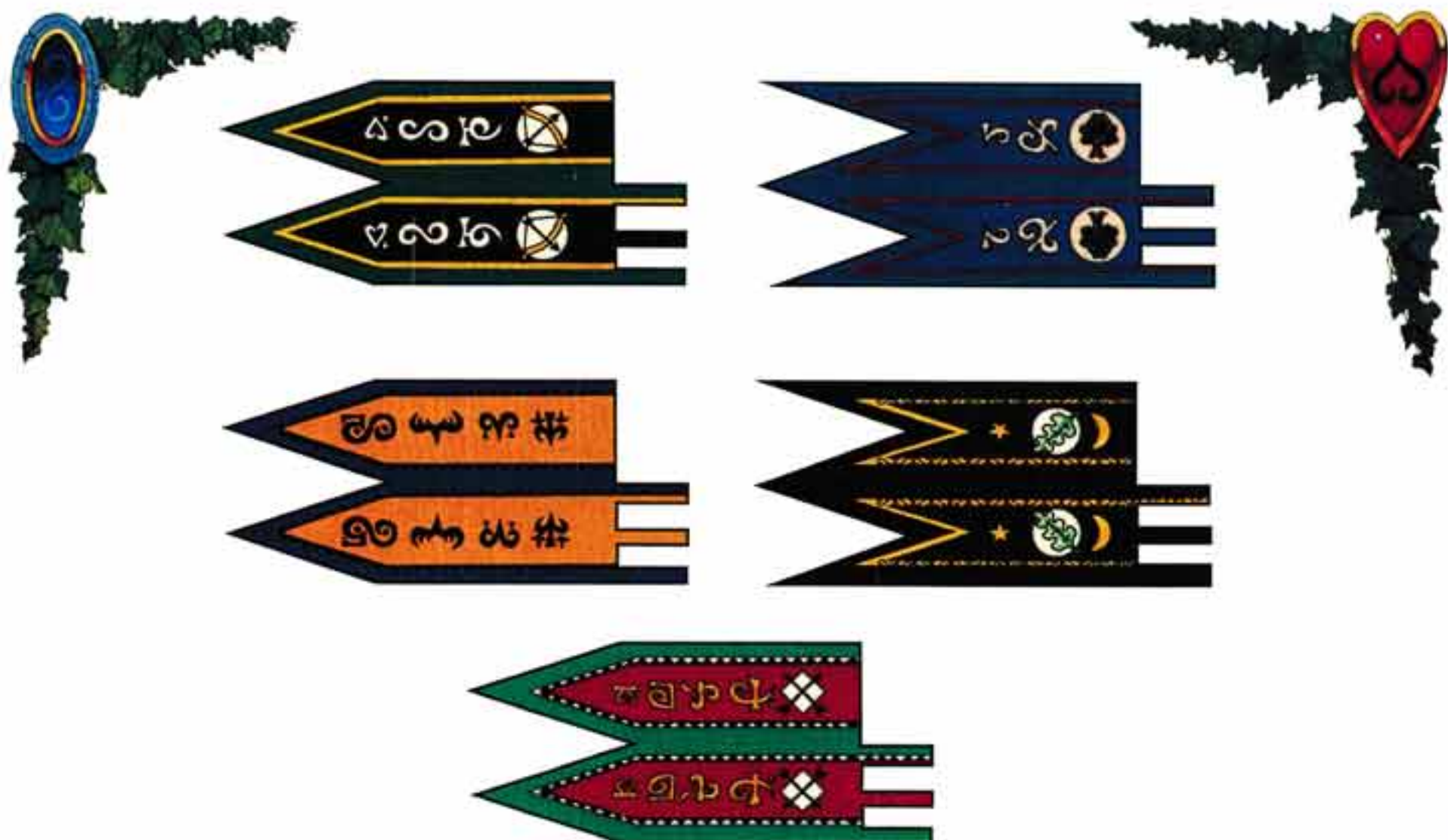
WOOD ELVES

8583K WOOD ELF TRANSFERS



PACKAGED 10 TRANSFERS PER BLISTER.

8583L WOOD ELF BANNERS



PACKAGED 5 BANNERS PER BLISTER.

WOOD ELVES

0534 DURTHU TREEMAN HERO

Durthu resembles a wizened and gnarled old oak tree. He is ancient beyond reckoning and has endured in the depths of the forest for untold ages. If the Forest of Loren is invaded, Durthu will be disturbed by the sounds of battle and destruction. Enraged, he will lurch through the forest seeking out the intruders and attack them with a savage fury that defies description.



0752 WOOD ELF PLASTIC ARCHERS

Wood Elf archers form the backbone of the army and are renowned for their keen-eyed and deadly accuracy.



WOOD ELVES



8535 WOOD ELF DRAGON

The Chasm Glades of Loren are home to the rare Forest Dragons which have dwelt there since the dawn of time. Occasionally a Mage or Lord may succeed in tempting a young Forest Dragon to leave the chasm or a thousand-year old egg will be found and warmed up until it hatches. The hatchling will be nurtured for centuries until it has grown into a worthy mount reserved only for the greatest of Mages or Lords.

WOOD ELVES

0537 ORION, KING OF THE FOREST

Orion is the King of all the Wood Elves, holding his court deep inside the enchanted forest. With his realm threatened, Orion assumes the aspect of the old Elven god of Nature – Kurnous, summons his hounds of war and goes to hunt his foe. None can stand against his rage as he charges across the battlefield in a primeval fury. His power is that of a mortal god, his ferocity echoes the rage of the untamed wilderness, and in his hand he carries the magical Spear of Kurnous.



0539 ARIEL, WOOD ELF QUEEN OF MAGIC

Ariel is the Queen of Athel Loren, a wise ruler and a mage of great power. She is the living embodiment of Isha, and the wife of King Orion. When the Wood Elf horns summon the warriors of Loren to do battle, Ariel assumes the awe-inspiring aspect of Isha, the ancient Elven goddess of Nature.

Those few that have angered her and lived to tell the tale, whisper of her piercing scream that shatters bones and cracks open armor, and the beat of her huge wings that heralds the arrival of death.

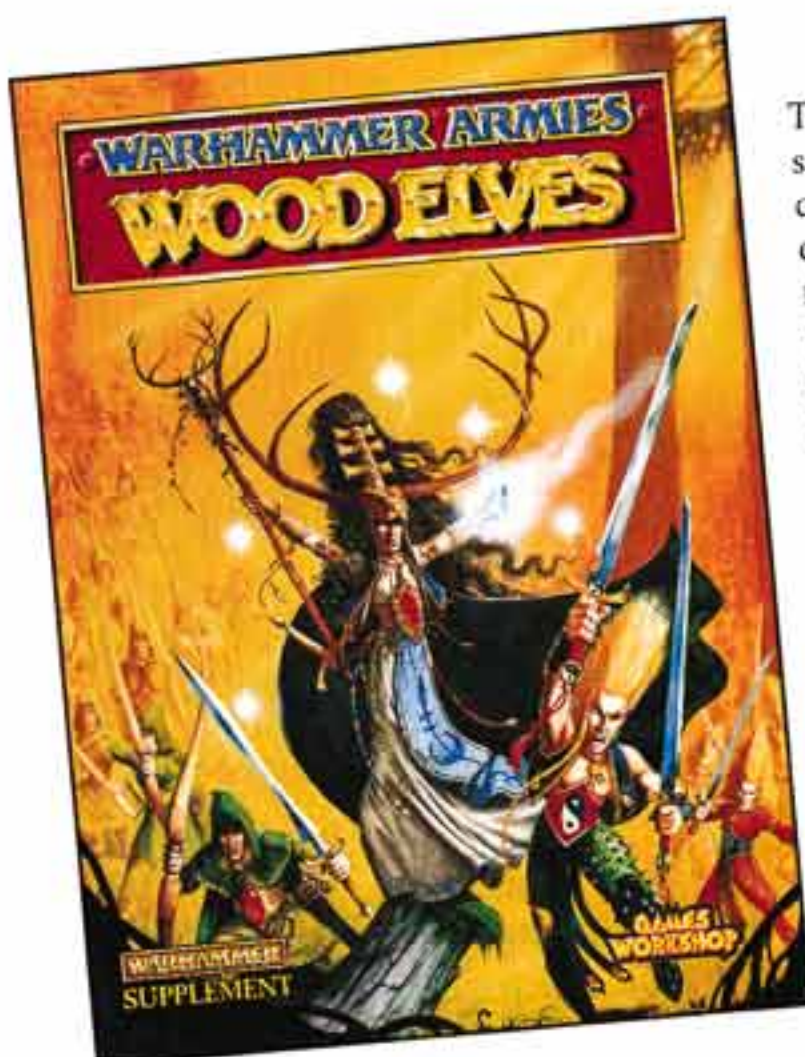


WOOD ELVES



0508 WOOD ELF BOXED ARMY

Sweeping through the forests of Loren come the Wood Elves! Leading the charge is Cormac Airt, mounted on the back of a fierce Forest Dragon, unleashing a torrent of death with his magical long bow. Glade Riders sprint across the open grass, their spears aimed for the enemies' hearts. Wood Elf Archers appear out of the undergrowth, unleashing volleys of arrows into the intruders. Wardancers spring into the fray, weaving their dance of death and cutting down their opponents with a quick flick of a sword. The great Treeman Kern thunders to life, crushing all beneath his massive limbs, and spiteful Dryads repulse the enemy with their lashing leaves and entwining vines. The Wood Elves come forth to defend their forest home with all the fury of nature at their sides!



0138 WARHAMMER ARMIES WOOD ELVES

The Wood Elves are among the most ancient inhabitants of the Old World. Their secret realm, deep in the Forest of Loren, has remained hidden and free for centuries. Tirelessly the Scouts and Waywatchers guard the forest and no enemies have ever been able to conquer their land. The Wood Elves have tamed the savage beasts and giant birds of prey that inhabit their realm, and befriended the strange Treemen and Dryads who dwell in the depths of the forest. Their noble rulers are able to shape-shift into demi-gods to strike dread into the hearts of their foes.

SPECIAL RULES

The Bestiary describes the unique warriors of the Wood Elves and the strange creatures of the forest including Wardancers, Scouts, Warhawk Riders, Great Eagles, Treemen and Dryads.

ARMY LIST

A complete army list for the Wood Elves includes Charioteers, Glade Riders, Warhawk Riders, Scouts, Wardancers, Glade Guards, Archers, Treemen and Dryads. A separate section introduces some of the awesome characters of the forest realm including Orion and Ariel in the aspects of Eurnous and Isha, Thalandor Doomstar, Lothlann the Brave, Sceolan, Wyckwethyl the Wild, Scarloc, Gruarth the Beastmaster, Skaw the Falconer, Durnan the Treeman and the Dryad Drycha.

HIGH ELVES

Before the great cities of man arose in the Old World the High Elves had already settled over much of the land. As High Elves are skilled warriors and powerful mages, their kingdom spread from continent to continent, their sleek ships come to dominate the oceans and huge fortresses rose up on every coast. But then...

WAR FROM WITHIN

The Elves as a whole are a haughty and proud race, and it was only a matter of time before their pride clouded their judgment. Drawn into a war with the Dwarfs in the Old World, the High Elves exhausted their forces.

At their weakest they were suddenly betrayed by their own kin, now known as the Dark Elves. In a pitched battle for the throne and Kingdom, the High Elves were able to drive back the Dark Elves, but at a terrible cost.



High Elf steeds are prized above all others for their speed, power and loyalty.



THE REBUILDING OF AN EMPIRE

Their continent Isle of Ulthuan decimated by war, the High Elf citizens slaughtered, and their armies broken, the High Elves set out to reformatify their land and start on the long road to recovery. Every citizen was trained to fight and soon every Elf could be called on in the time of war. The powerful High Elf Mages came together and increased their considerable knowledge and skill with magic. Elite units of foot troops were reinforced and stood ready at a moments notice. The **Phoenix Guard**, masters of the halberd fight in an eerie silence, never uttering a word. The **White Lions of Chrace**, the King's personal bodyguard go forth wielding great double-handed axes.

The **Shadow Warriors** stand as the last few survivors of their province, searching endlessly for their hated enemy, the Dark Elves. The **Sword Masters of Hoeth** fight with huge two-handed swords, yet are able to wield them with as much speed and skill as a normal sword. Nobles gathered to form crack cavalry units like the **Silver Helms** and the **Dragon Princes of Caledor**. And **Tiranoc Charioteers** rumbled across the plains, drawn by fine Elven Steeds.

ETERNAL VIGILANCE

Today the Elves live in a period of regrowth.

Old wounds have been healed and trade once again flows with the Dwarfs and the developing human nations. Great fleets of Elven ships ply the waters in trade and in war against their enemies. The High Elves are always on the alert, ready to meet the next invasion from their Dark Elf kindred, an Orc and Goblin Waaagh!, or the constant menace of the Chaos hordes.

All High Elves are trained with the bow and spear so they can defend their embattled homeland.



High Elf Mages are incredibly proficient in High Magic, the most potent form of magic in the Warhammer World.



HIGH ELVES

8505A HIGH ELF COMMAND



MINIATURES ARE SUPPLIED WITH A PLASTIC SHIELD SPRUE. PACKAGED 3 MINIATURES PER BLISTER.

HIGH ELVES

8505A HIGH ELF COMMAND



MINIATURES ARE SUPPLIED WITH A PLASTIC SHIELD SPRUE. PACKAGED 3 MINIATURES PER BLISTER.

8505B WHITE LION COMMAND



PACKAGED 3 MINIATURES PER BLISTER.

HIGH ELVES

8505C HIGH ELF HERO



PACKAGED 1 MINIATURE PER BLISTER.

8505D HIGH ELF MAGE - TETHAN



MINIATURE SUPPLIED UNPAINTED.
PACKAGED 1 MINIATURE PER BLISTER.

8506A PHOENIX GUARD



PACKAGED 2 MINIATURES PER BLISTER.

8506B SWORD MASTERS OF HOETH



PACKAGED 2 MINIATURES PER BLISTER.

HIGH ELVES

8506C SHADOW WARRIORS



MINIATURES ARE SUPPLIED WITH A PLASTIC SHIELD SPRUE. PACKAGED 2 MINIATURES PER BLISTER.

8506D WHITE LIONS OF CHRACE



PACKAGED 2 MINIATURES PER BLISTER.

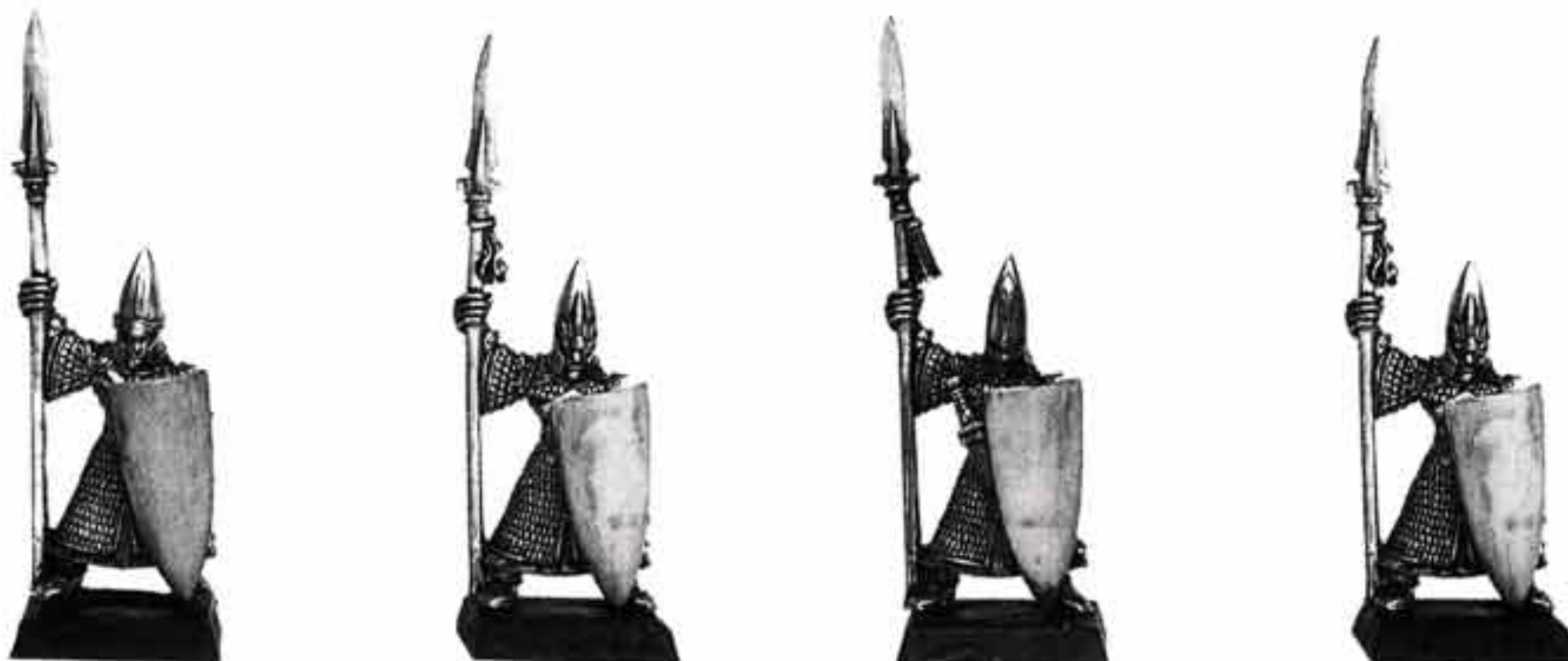
8506E HIGH ELF ARCHERS



PACKAGED 2 MINIATURES PER BLISTER.

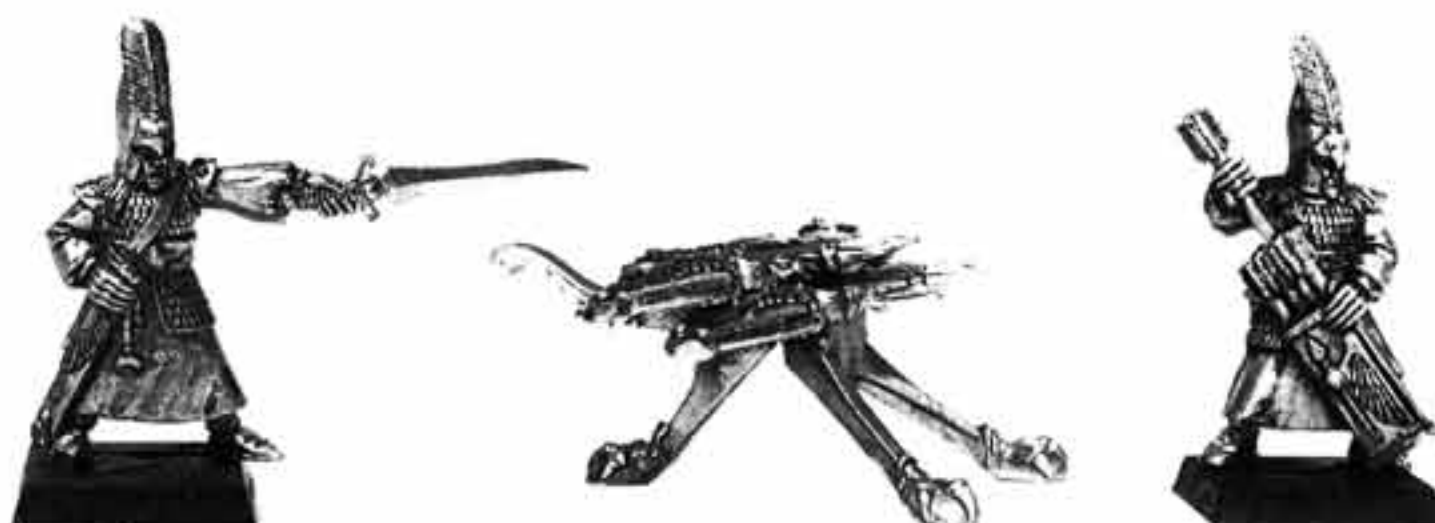
HIGH ELVES

8506F HIGH ELF SPEARMEN



MINIATURES ARE SUPPLIED WITH A PLASTIC SHIELD SPRUE. PACKAGED 2 MINIATURES PER BLISTER.

8506G HIGH ELF REPEATING BOLT THROWER



PACKAGED 2 CREW AND 1 REPEATING BOLT THROWER PER BLISTER.

8508A REAVER KNIGHTS WITH SPEARS



PACKAGED 1 MINIATURE, 2 PEWTER SPEARS, 2 BOWS AND QUIVERS AND 1 PLASTIC HORSE PER BLISTER.

8508B REAVER KNIGHTS WITH BOWS



PACKAGED 1 MINIATURE, 2 BOWS AND QUIVERS AND 1 PLASTIC HORSE PER BLISTER.

HIGH ELVES

8508F SILVER HELMS



MINIATURES ARE SUPPLIED WITH A PLASTIC SHIELD SPRUE.
PACKAGED 1 MINIATURE, 2 PEWTER SPEARS AND
1 PLASTIC HORSE PER BLISTER.

8597C ELDROTH, THE LORD OF TOR ELDROTH



MINIATURE SUPPLIED UNPAINTED.
MINIATURE IS SUPPLIED WITH A PLASTIC SHIELD SPRUE.
PACKAGED 1 MINIATURE AND 1 PLASTIC HORSE PER BLISTER.

8597F FENDAR, HIGH ELF HERO



MINIATURE IS SUPPLIED WITH A PLASTIC SHIELD SPRUE.
PACKAGED 1 MINIATURE AND 1 PLASTIC HORSE PER BLISTER.

8597G ARDATH, HIGH ELF HERO



MINIATURE SUPPLIED UNPAINTED.
MINIATURE IS SUPPLIED WITH A PLASTIC SHIELD SPRUE.
PACKAGED 1 MINIATURE AND 1 PLASTIC HORSE PER BLISTER.

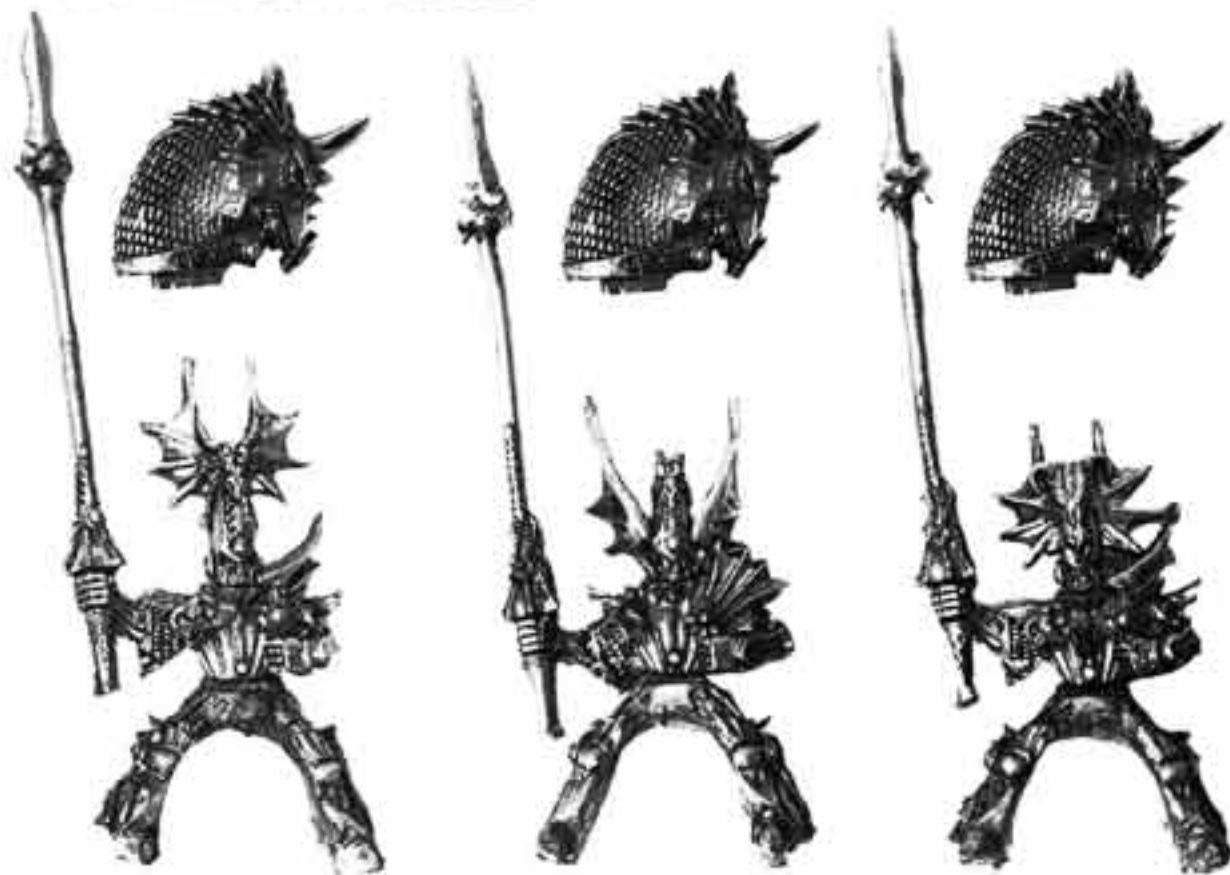
8583B HIGH ELF BANNERS



PACKAGED 5 BANNERS PER BLISTER.

HIGH ELVES

8508G DRAGON PRINCES



MINIATURES ARE SUPPLIED WITH A PLASTIC SHIELD SPRUE.
PACKAGED 1 MINIATURE, 1 PEWTER HORSE HEAD AND 1 PLASTIC HORSE PER BLISTER.

8508H DRAGON PRINCES STANDARD BEARER



PACKAGED 1 MINIATURE, 1 PEWTER HORSE HEAD AND 1 PLASTIC HORSE PER BLISTER.

8599B PRINCE TYRION



MINIATURE SUPPLIED UNPAINTED.
PACKAGED 1 MINIATURE, 1 PEWTER HORSE HEAD AND 1 PLASTIC HORSE PER BLISTER.



8599C TECLIS, HIGH ELF MAGE



MINIATURE SUPPLIED UNPAINTED.
PACKAGED 1 MINIATURE PER BLISTER.



8508I DRAGON PRINCES CHAMPION



MINIATURES ARE SUPPLIED WITH A
PLASTIC SHIELD SPRUE.
PACKAGED 1 MINIATURE, 1 PEWTER HORSE HEAD AND 1 PLASTIC HORSE PER BLISTER.

HIGH ELVES



0750 PLASTIC HIGH ELVES

The Island of Ulthuan is famous for producing the formidable High Elven Spearmen along with deadly keen-eyed Archers.

0527 HIGH ELF LORD OF DRAGONS

Armed with the mighty Star Lance and astride a hulking Dragon, none dare to stand before the awesome fury of Prince Imrik, the High Elven Lord of Dragons.



HIGH ELVES



0822 HIGH ELF WAR GRIFFON

One of the deadliest combinations in the Warhammer World! The Griffon is a winged terror with razor-sharp claws and a powerful hooked beak. Riding atop this majestic beast is the powerful High Elf Lord Eltharion.



0825 HIGH ELF BATTLE CHARIOTS

Sleek and deadly, the High Elf Battle Chariots smash into the enemy and crush the foe beneath steel shod wheels. Few units dare to stand their ground as High Elf Chariots bear down upon them.

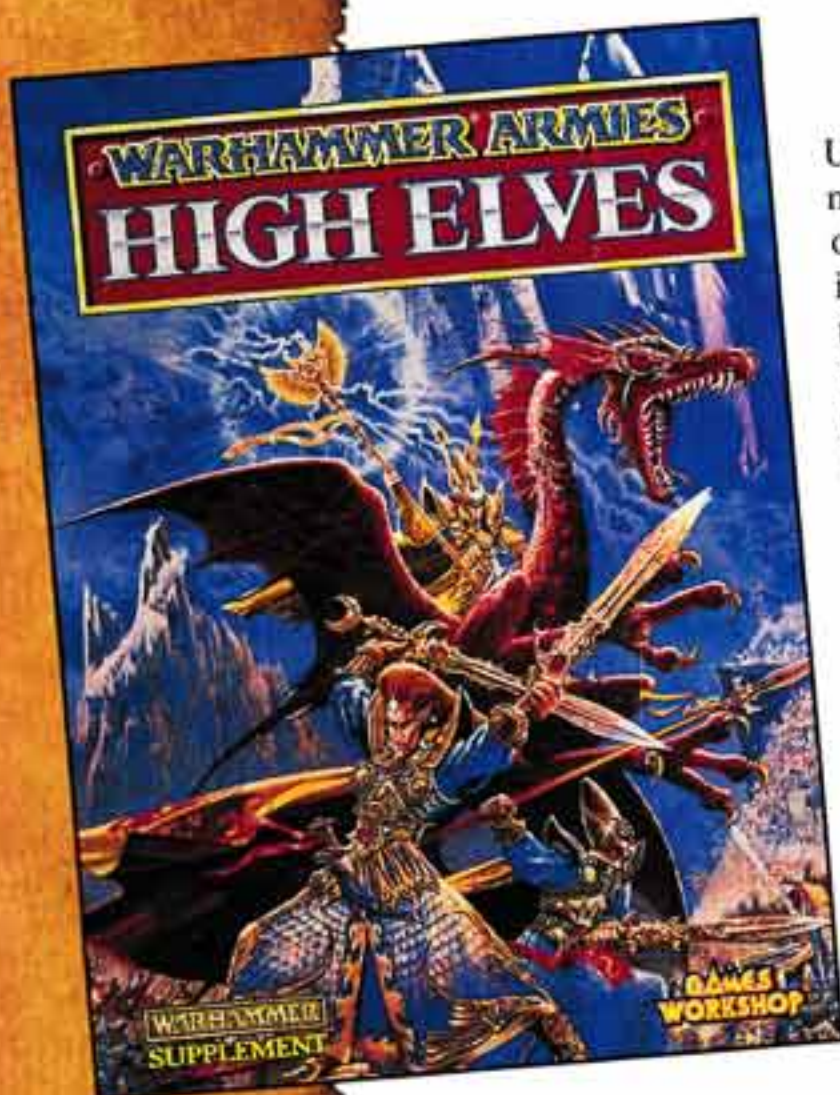


HIGH ELVES



0521 HIGH ELF BOXED ARMY

Led by the mighty General, Prince Tyrion, the High Elves March to war! Like glinting beacons, Silver Helms charge forth. Along side the Silver Helms are the valiant Dragon Princes of Caledor, with their heavily barded horses made to look like the Dragons they once rode. High Elf Archers notch their arrows ready to support the advancing infantry. Spearmen stand ready, waiting to counter an enemy charge with their deadly spears. Phoenix Guard march forth quieter than a whisper, their halberds ready to cut down even the heaviest armored foe. Sword Masters make ready to engage the foe with their great two-handed swords which they wield with blinding speed. Tiranoc Charioteers race down the enemies flank waiting for the right moment to crash through the enemy units. With a mighty whoosh the High Elf Repeater Bolt Throwers spring to life, impaling the foe with its deadly volleys. This High Elf Army box contains all you need to start your High Elf Army and march to war with banners raised high!



0132 WARHAMMER ARMIES HIGH ELVES

Ulthuan - the ancient island realm of the High Elves: the birthplace of true magic, an enchanted land inhabited by creatures who were already millennia old before the emergence of mankind. Ulthuan is the greatest sea-faring power in the Warhammer World, dominating the flow of trade from the Old World to the new, a great colossus standing astride the ocean and guarding the destiny of the whole world. This indispensable supplement for the Warhammer game of fantasy battles describes the ancient land of Ulthuan and the armies of the High Elves in complete and exhaustive detail.

SPECIAL RULES

Covering the unique High Elf repeater bolt thrower and many new magic items and spells such as the Moon Staff of Lileath, the Heart of Avelorn and the great runesword Sunfang.

ARMY LIST

A complete army list for the High Elves including the Phoenix Guard, the Dragon Princes of Caledor, the White Lions of Chrace and the Sword Masters of Hoeth. A full list is provided including heroes, wizards, and monsters in your army. A separate section introduces great Elven heroes and wizards including Tyrion, Champion of the Everqueen, also called Orcbane and Mankiller, his twin brother Teclis, the greatest wizard in the Old World and founder of the Imperial Colleges of Magic, and Eltharion, Warden of Tor Yvresse and scourge of the invaders of Ulthuan.

DARK ELVES

There is one name whispered in the Warhammer World with both complete fear and hatred. These marauders sail the seas on great Black Arks and are trailed by sea monsters too horrible to mention. When they make landfall it signals a period of war, destruction and death. They live for the thrill of the kill and the pleasure of enslaving others, they are the Dark Elves.

A HISTORY STEEPED IN BLOOD

Dark Elf society is centered around war. They know no peace, having been banished to the frozen lands of Naggaroth centuries ago. They face the constant threat of invasion from the north by Chaos Hordes, and from the south they continue their never ending war with the High Elves.

Embedded in conflict for over 5,000 years with their hated cousins, the High Elves, the Dark Elves strive to reclaim the homeland they were driven away from so long ago.

Having embraced the ways of Dark Magic the Dark Elves descended into total and utter decadence. They revel in killing and the spilling of blood and take extreme pleasure from watching their enemies suffer.

MALICIOUS INTENT

Dark Elf Warriors are cruel and fierce fighters. They are lithe and sinuous, their muscles are strong and their reactions are every bit as quick as their agile minds.

Dark Elf Warriors wear distinctive and highly ornate armor. They carry cruel swords or spears and many are armed with a deadly **Repeater Crossbow** which shoots a hail of small, barbed arrows.

The Dark Elf Army is also replete with elite units such as the **Cold One Knights**. They ride ancient reptiles known as Cold Ones that live underneath the frozen lands.

Dark Elf Corsairs fight from the decks of the great Black Arks. Protected by the impenetrable Sea Dragon Cloaks, they fight with a sword or axe in each hand. They are renowned for their dazzling and ferocious skill in combat. Perhaps the most feared are the deadly **Witch Elves**, who go into bloody frenzies when fighting, allowing them to literally carve their way through the enemy.



Some Dark Elves are raised from birth to be trained killers. These warriors eventually become the feared Dark Elf Assassins.



A Dark Elf Champion.

DARK PACTS

All Elves are a race touched by magic. No exception are the Dark Elves, who began their decent into decadence with the studying of the forbidden Dark Magic. After thousands of years, they have become supreme masters of their art, able to cast vile spells, and call forth evil Daemons in the blink of an eye.

Dark Elf Sorcerers, use forbidden magic to torture and destroy their enemies.

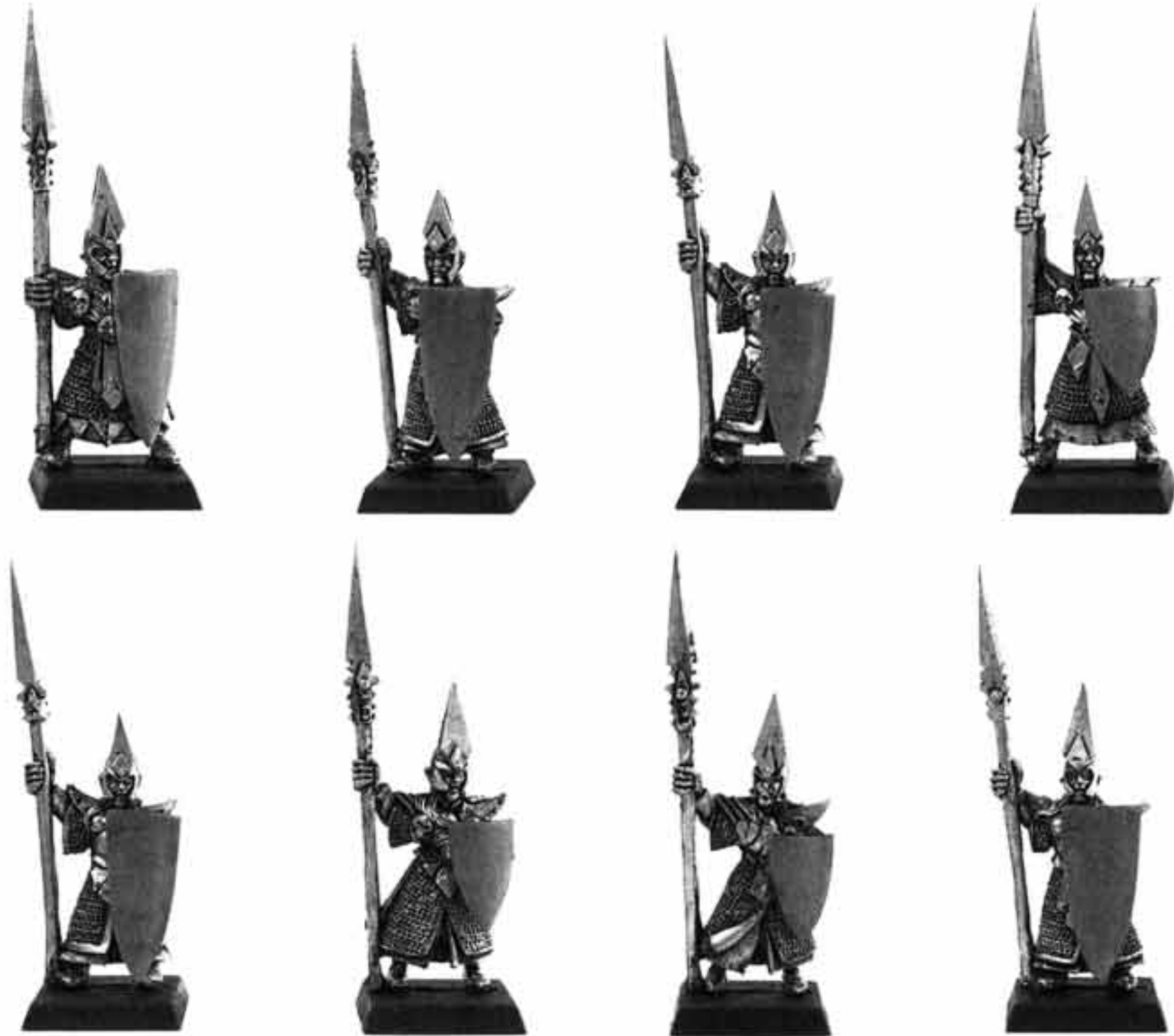


CONQUEST OF EVIL

The Dark Elves are on a continuous quest to take back their homeland of Ulthuan. Until that glorious day comes, however, they are content to raid the cities and ports of other races, killing for pleasure and taking slaves.

DARK ELVES

8510A DARK ELF SPEARMEN



MINIATURES ARE SUPPLIED WITH A PLASTIC SHIELD SPRUE. PACKAGED 2 MINIATURES PER BLISTER.

Not only are the Dark Elf Spearmen solid defensive troops, but their quick move allows them to outflank and attack their opponents as well.



DARK ELVES

8510B DARK ELF CROSSBOWMEN



PACKAGED 2 MINIATURES PER BLISTER.

Needing a weapon as merciless as themselves, the Dark Elves crafted the Repeater Crossbows, allowing them to fire two deadly volleys at a time.



DARK ELVES

8510C DARK ELF CORSAIRS



PACKAGED 2 MINIATURES PER BLISTER.

8510D DARK ELF SWORDSMEN

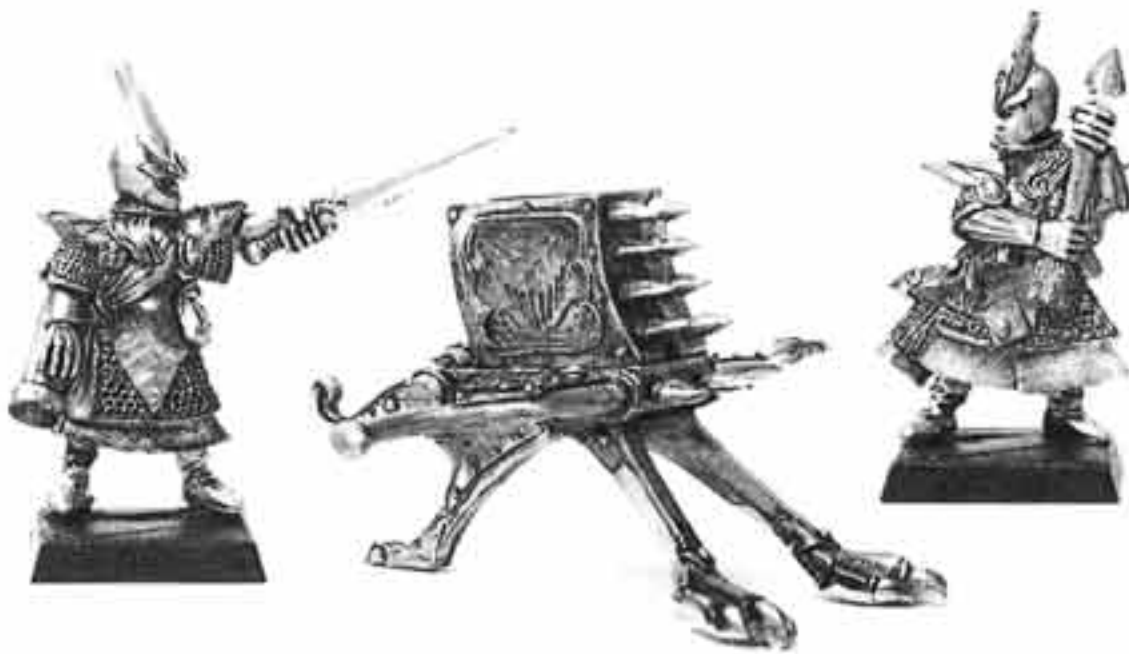


MINIATURES ARE SUPPLIED WITH A
PLASTIC SHIELD SPRUE.
PACKAGED 2 MINIATURES PER BLISTER.



DARK ELVES

8510E DARK ELF BOLT THROWER



PACKAGED 2 MINIATURES AND 1 BOLT THROWER PER BLISTER.



8512A DARK ELF COMMAND



PACKAGED 3 MINIATURES AND 2 STANDARD BEARER TOPS PER BLISTER.

DARK ELVES

8511A COLD ONE KNIGHTS



MINIATURES ARE SUPPLIED WITH A PLASTIC SHIELD SPRUE. PACKAGED 1 MINIATURE AND 1 COLD ONE PER BLISTER.

8511B COLD ONE STANDARD BEARER

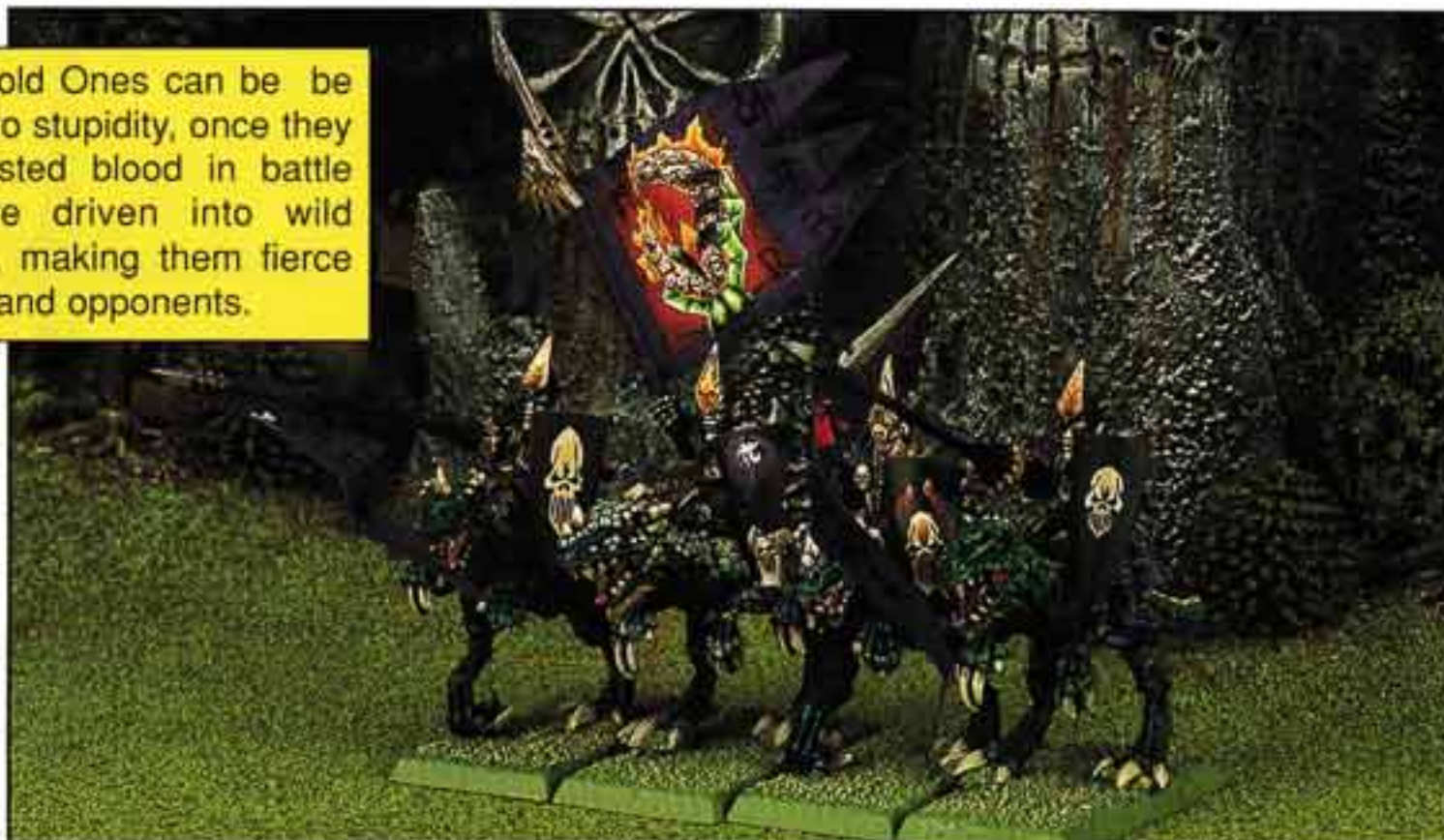
8511D DARK ELF GENERAL

8511C COLD ONE HERO



MINIATURES ARE SUPPLIED WITH A PLASTIC SHIELD SPRUE. PACKAGED 1 MINIATURE AND 1 COLD ONE PER BLISTER.

While Cold Ones can be subject to stupidity, once they have tasted blood in battle they are driven into wild frenzies, making them fierce mounts and opponents.



DARK ELVES

8512C DARK ELF SORCERER



PACKAGED 1 MINIATURE AND
1 RANDOM FAMILIAR PER BLISTER.

8512D DARK ELF ASSASSIN



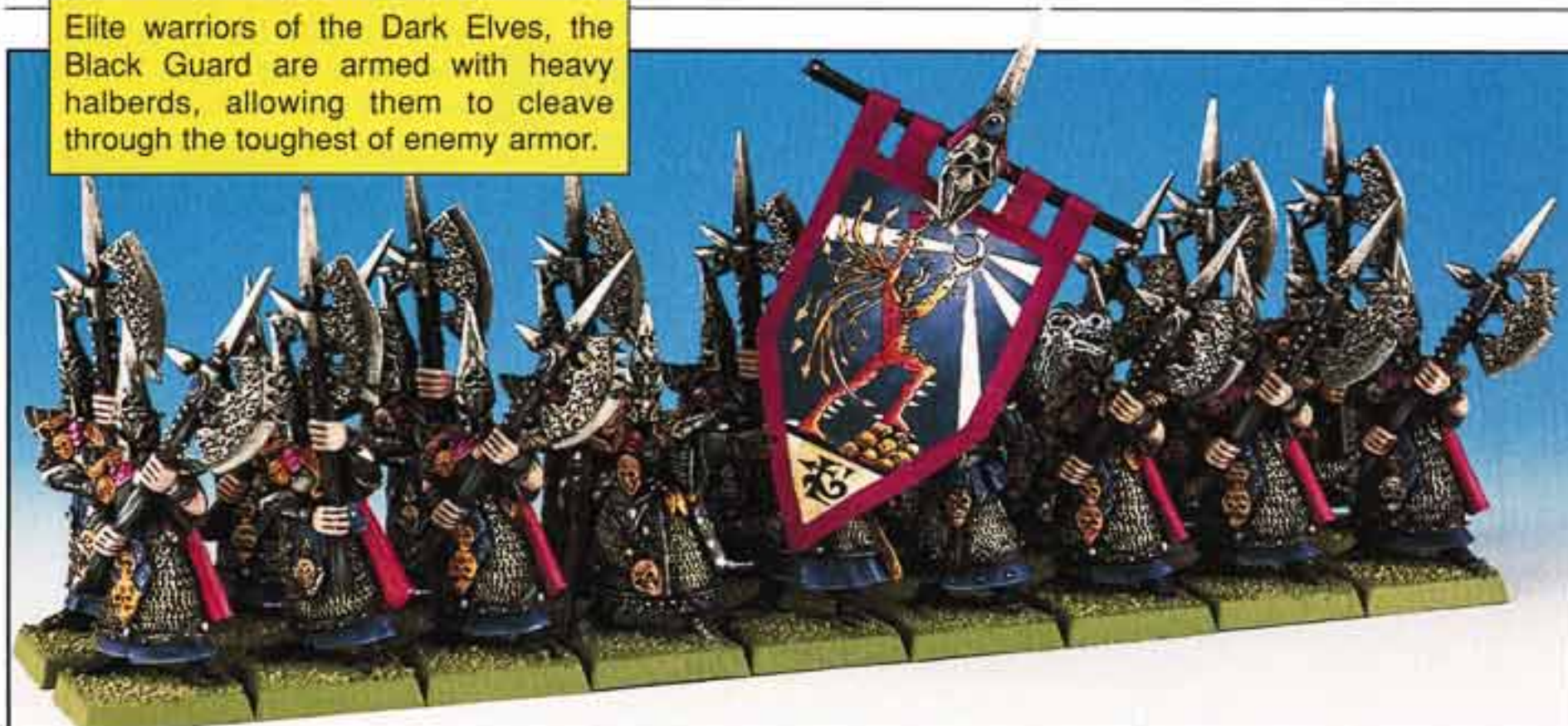
PACKAGED 1 MINIATURE PER BLISTER.

8513A BLACK GUARD OF NAGGAROTH



PACKAGED 2 MINIATURES PER BLISTER.

Elite warriors of the Dark Elves, the Black Guard are armed with heavy halberds, allowing them to cleave through the toughest of enemy armor.



DARK ELVES

8513B WITCH ELVES



PACKAGED 2 MINIATURES PER BLISTER.

Witch Elves are the most cruel and bloodthirsty of all the Dark Elves. Driven into frenzies they live to butcher their foes and bathe in the blood of their enemies.



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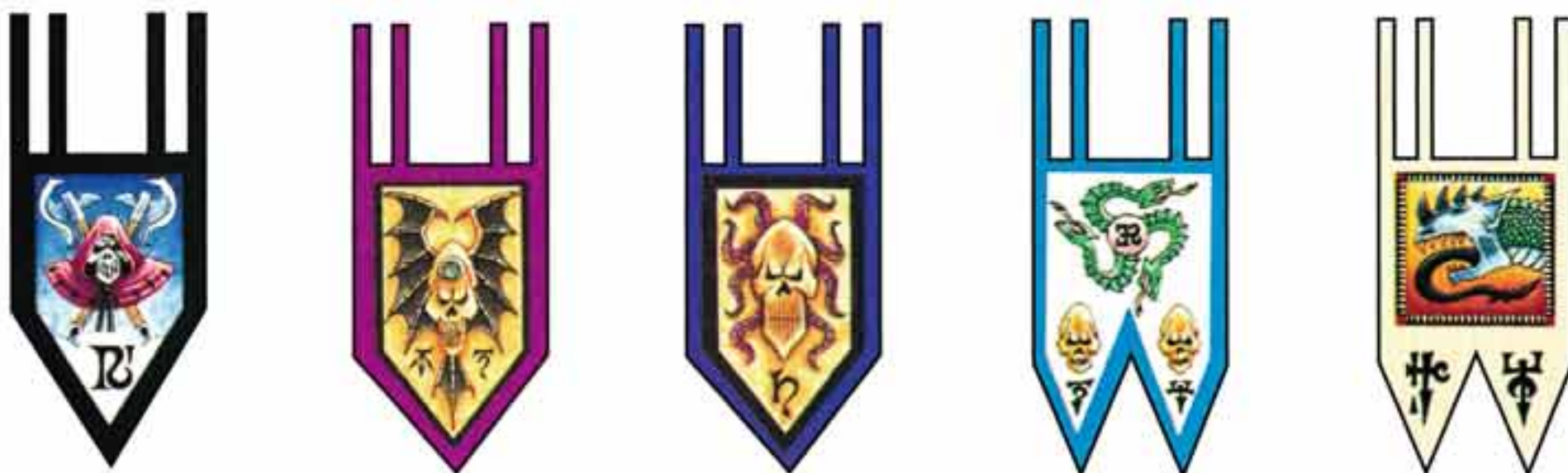
DARK ELVES

8583H DARK ELF BANNERS



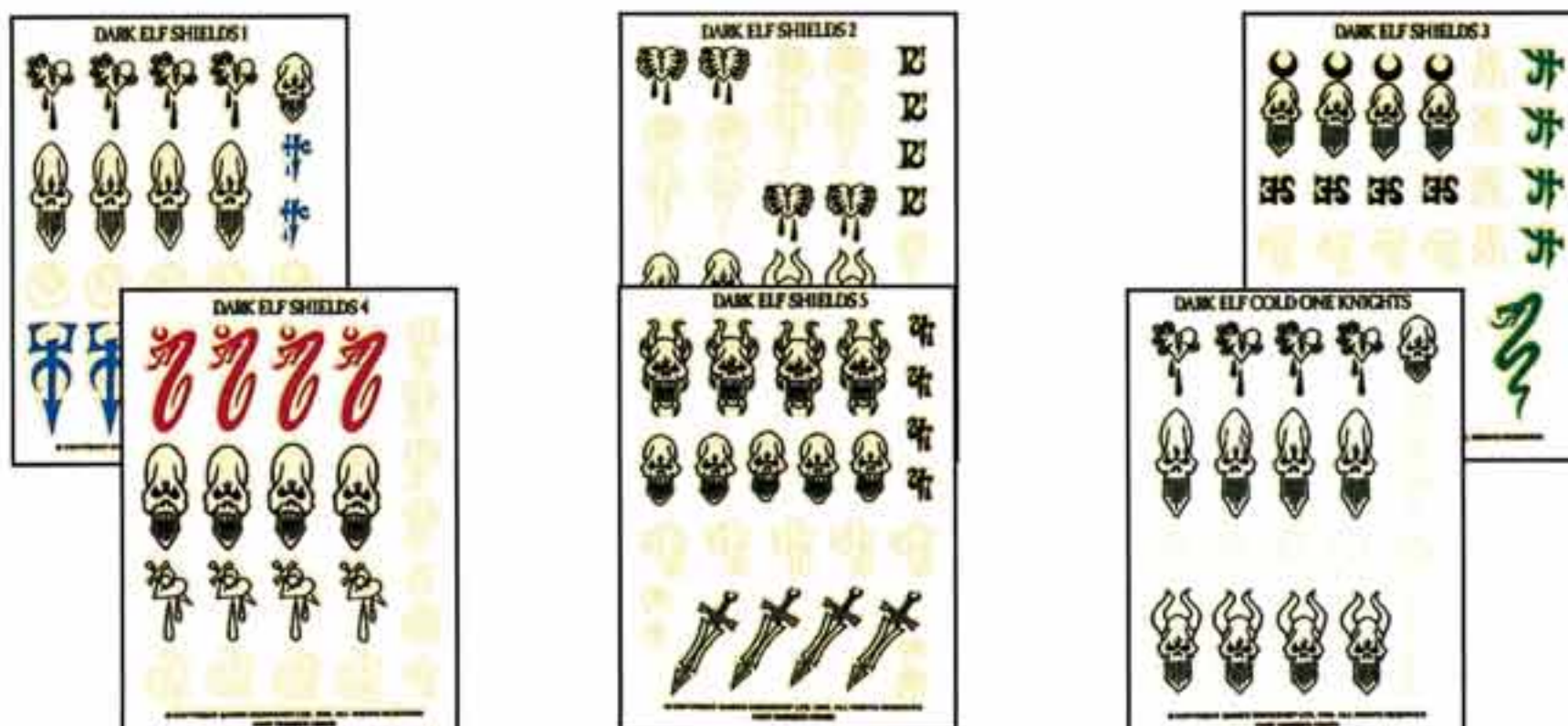
PACKAGED 5 BANNERS PER BLISTER.

8583I DARK ELF STANDARDS



PACKAGED 5 STANDARDS PER BLISTER.

8583J DARK ELF TRANSFERS



PACKAGED 10 TRANSFERS PER BLISTER.

DARK ELVES



0745 PLASTIC DARK ELF WARRIORS

Driven from the Elf lands of Ulthuan long ago, the Dark Elves are bitter warriors with an unquenchable penchant for cruelty. No defeated enemy can expect mercy from the Dark Elves.

0531

THE BEASTLORD RAKARTH

The Dark Elves have always made great use of enslaved monsters, but none have ever approached the mastery of the Beastlord Rakarth. In fact, Rakarth can even tame the opposing player's monsters and use them for his own cruel purposes. It is said that the dungeons of Karond Kar are full of the creatures he has tamed.

Armed with the magical Whip of Agony, the Beastlord Rakarth rides to battle on an enormous Dragon that he has broken to his will.

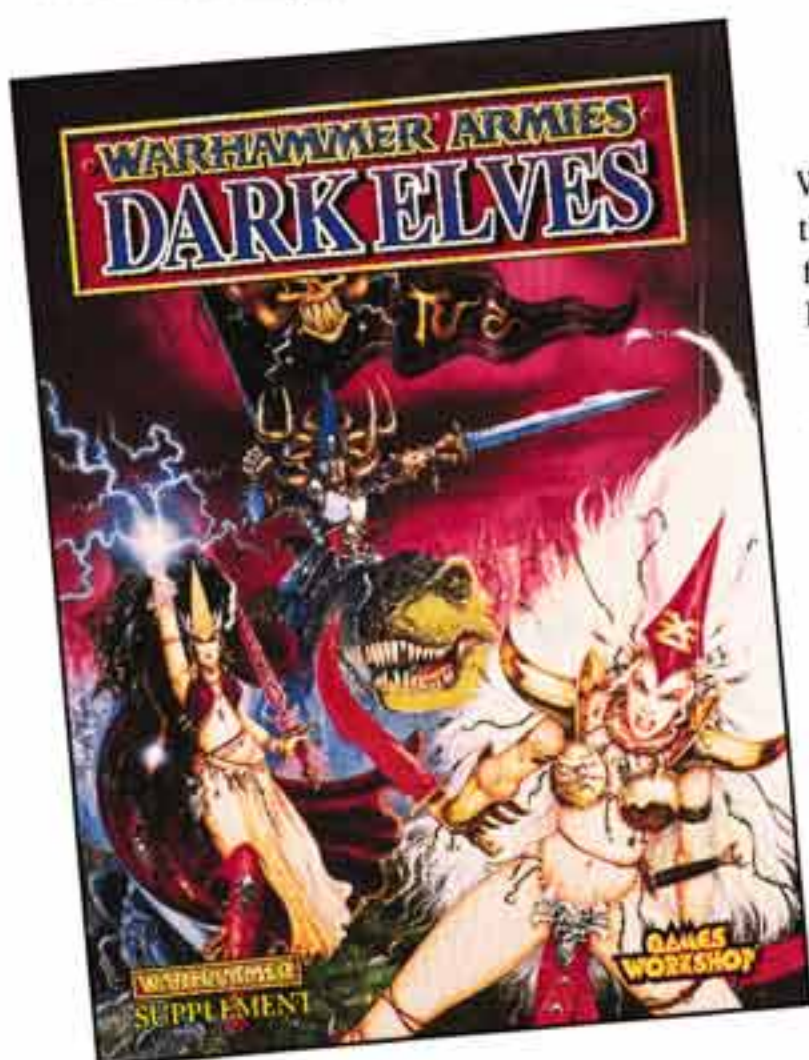


DARK ELVES



0509 DARK ELF BOXED ARMY

Shudder in fear for the next dreaded boxed army, the Dark Elves, has arrived from the frozen lands of Naggaroth. Commanded by Shadrak the Slayer, he leads his followers onward into battle mounted on the back of a fearsome Cold One. With the General ride the rest of the Dark Elf Cold One Knights, their Blood Banner raised high. Dark Elf Warriors and the halberd wielding Black Guard march forth ready to cleave their enemy in two. Dark Elf Crossbowmen hold the high ground, sending volley after volley into the enemies ranks. Witch Elves charge forth with blood curdling screams, driving their foes before them with their frenzied attacks. Harpies sweep down from the sky, tearing through armor with their razor sharp claws and teeth. Dark magic billows forth from the Dark Elf Mages corrupting all in its path. And the deadly Repeater Bolt Throwers spring to life, skewering the enemy on gigantic bolts. Nowhere in the Warhammer World is safe from the ravages of the Dark Elves, and all the races shall cower before their might!



0137 WARHAMMER ARMIES DARK ELVES

Warhammer Armies, Dark Elves describes the history of the Dark Elf race since the Sundering - the cataclysmic result of the bloody civil war which divided forever the Dark Elves from their High Elf kin, and drove the Witch King and his savage followers northward into the Land of Chill.

FORCES OF BATTLE

Warhammer Armies, Dark Elves contains a complete army list for the forces of the Witch King and the Dark Elf armies of Naggaroth. The list includes: Dark Elf Sorcerers, Executioners, Black Ark Corsairs, Dark Riders, Assassins, Witch Elves, Scouts and the deadly reptilian war beasts known as Cold Ones. The Special Characters section includes the full background and rules for some of the greatest heroes of the Dark Elf race such as Hellebron-Hag Queen of the Witch Elves, Shadowblade Master of Assassins, and the Witch King himself.

WAR MACHINES AND MAGIC

This book also contains rules for the Dark Elf war machines such as the deadly Repeater Bolt Thrower and the mysterious Cauldron of Blood, together with a selection of new Magic Items. The 'Eavy Metal pages cover a wide variety of Dark Elf regiments and include many full-color banner and shield designs.

The Empire

Between the World's Edge Mountains and the Grey Mountains, nestled among the great forests lies the most powerful human realm in the Old World, The Empire. Here one of the world's greatest armies awaits its next challenge. Great Cannons stand ready to smash the enemy, crack units of Archers with arrows notched wait for their signal, and powerful Mages prepare to bend the winds of magic to their will.

A TROUBLED BIRTH

The Empire stands as a testimony to the fighting spirit of its inhabitants. It was born amidst great Orc and Goblin armies, incursions of Chaos hordes, and has even survived the evil scheming of the Skaven. The realms stood divided and were nearly lost until one man wielding a mighty hammer arose to unite the human tribes together. This man, known as Sigmar, was a powerful warrior and led the Empire to great victories against its enemies. It was only a matter of time before the embattled humans made friends with the Dwarfs in the surrounding mountains and together they drove out the threats that plagued the early human settlements.



THE CULT OF SIGMAR

Sigmar stands as the founder and patron god of the Empire. His legacy has spawned a realm that produced many wonders, including: the mighty **Imperial Engineers Guild** which produced such wonders like the **Imperial Steam Tank**, and the **Collages of Magic** where the powerful **Empire Wizards** are taught their powerful and archaic craft. The Empire itself is made up of many provinces led by Elector Counts.

From each province troops are recruited to fight for the Empire. Stalwart units of **Halberdiers**, keen-eyed **Archers**, young and brash **Pistoliers**, and daring regiments of **Swordsmen** to name a few. From the ranks of the nobles comes the King's personal bodyguard, the elite **Reiksguard**, and the other knightly orders: the savage **White Wolves**, the resplendent **Knights Panther**, and the fervent **Knights of the Rising Sun**.

Mounted or unmounted, Reiksguard units can roll over enemy troops with their superior fighting skills.



KARL FRANZ

Today the Empire stands under the prosperous leadership of the great warrior the Emperor Karl Franz. Trade flows freely out of the cities, and its borders stand secure. Together with their long standing allies, the Dwarfs, the Empire strives to stem the Orc and Goblin menace, and crush the rising tides of Chaos.



Halberdiers are just one of the many foot troops offered in the Empire army.

EMPIRE

8519A OGRES

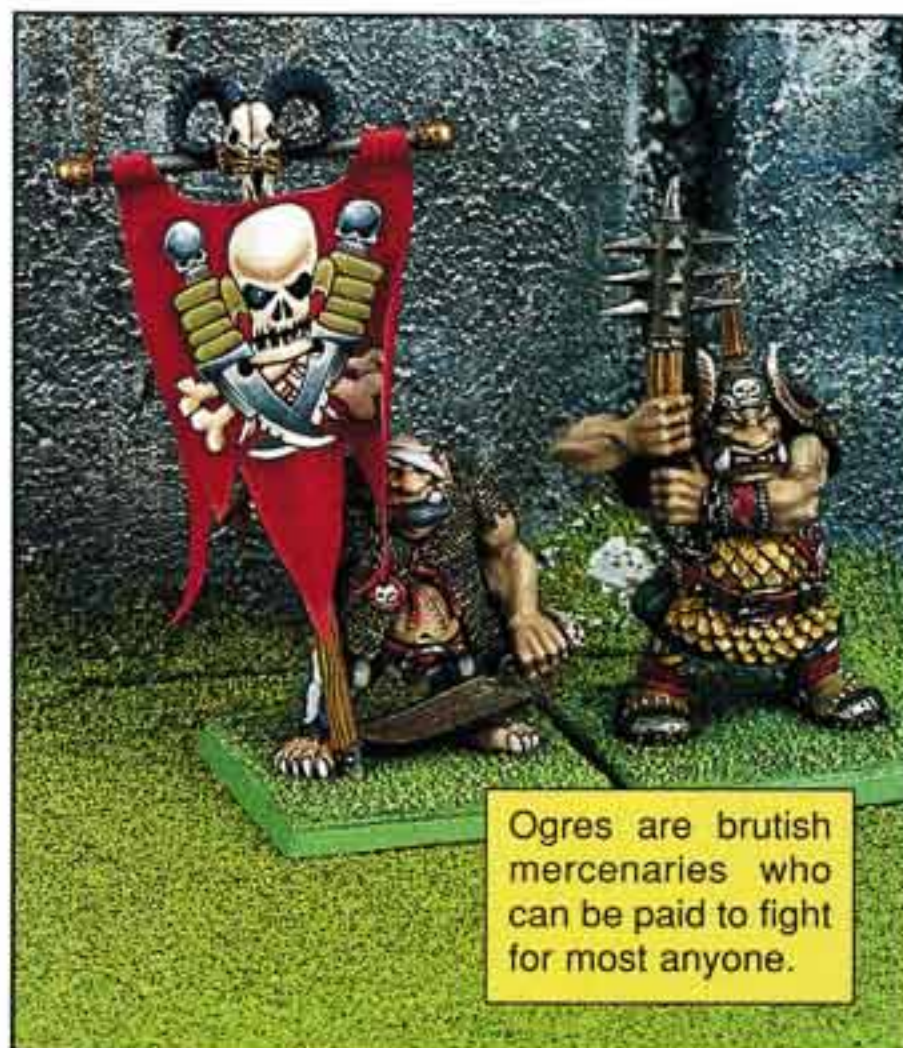


PACKAGED 1 MINIATURE PER BLISTER.

8519B OGRE STANDARD BEARER



PACKAGED 1 MINIATURE PER BLISTER.



Ogres are brutish mercenaries who can be paid to fight for most anyone.

EMPIRE

8556A KNIGHTS OF THE WHITE WOLF



8556B KNIGHTS OF THE WHITE WOLF STANDARD BEARER



8556C KNIGHTS OF THE WHITE WOLF GRAND MASTER



PACKAGED 1 MINIATURE AND
1 PLASTIC HORSE PER BLISTER.

PACKAGED 1 MINIATURE AND
1 PLASTIC HORSE PER BLISTER.

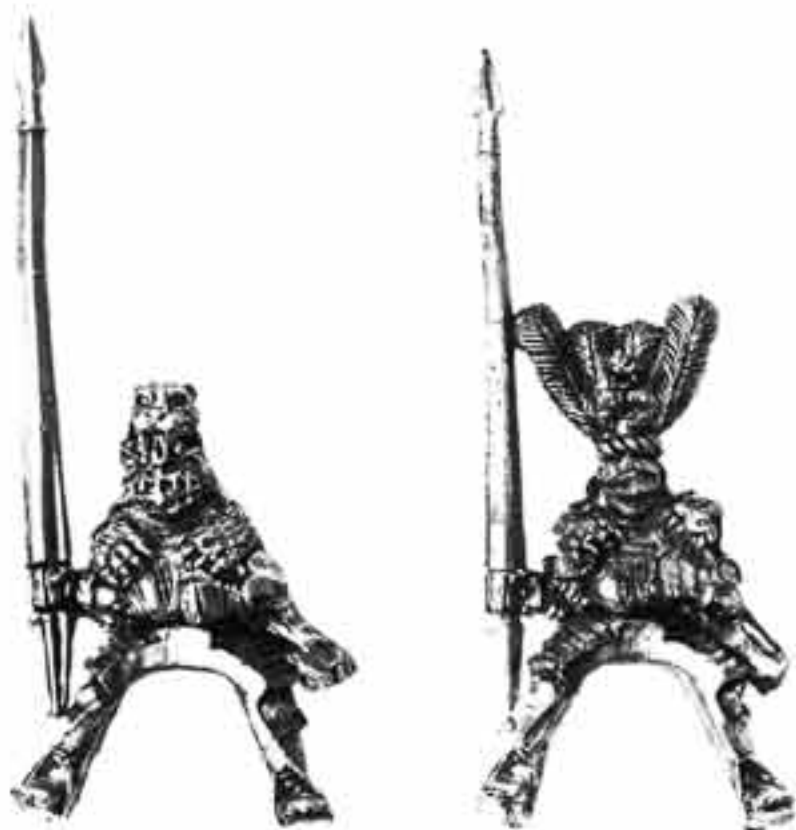
PACKAGED 1 MINIATURE AND
1 PLASTIC HORSE PER BLISTER.

White Wolves spurn shields opting to wield great two-handed hammers in battle, with which they crush the skulls of their foes.



EMPIRE

8556D KNIGHTS PANTHER



MINIATURES ARE SUPPLIED WITH
A PLASTIC SHIELD SPRUE.
PACKAGED 1 MINIATURE AND
1 PLASTIC HORSE PER BLISTER.

8556E KNIGHTS PANTHER STANDARD BEARER



MINIATURES ARE SUPPLIED WITH
A PLASTIC SHIELD SPRUE.
PACKAGED 1 MINIATURE AND
1 PLASTIC HORSE PER BLISTER.

8556F KNIGHTS PANTHER GRAND MASTER



MINIATURES ARE SUPPLIED WITH
A PLASTIC SHIELD SPRUE.
PACKAGED 1 MINIATURE AND
1 PLASTIC HORSE PER BLISTER.



The Knights Panther
ride into battle in full
armor wielding the
lance and wearing
the pelts of their
namesake.

EMPIRE

8556G REIKSGUARD KNIGHTS



MINIATURES ARE SUPPLIED WITH A PLASTIC SHIELD SPRUE.
PACKAGED 1 MINIATURE AND 1 PLASTIC HORSE PER BLISTER.

8556H REIKSGUARD KNIGHT STANDARD BEARER

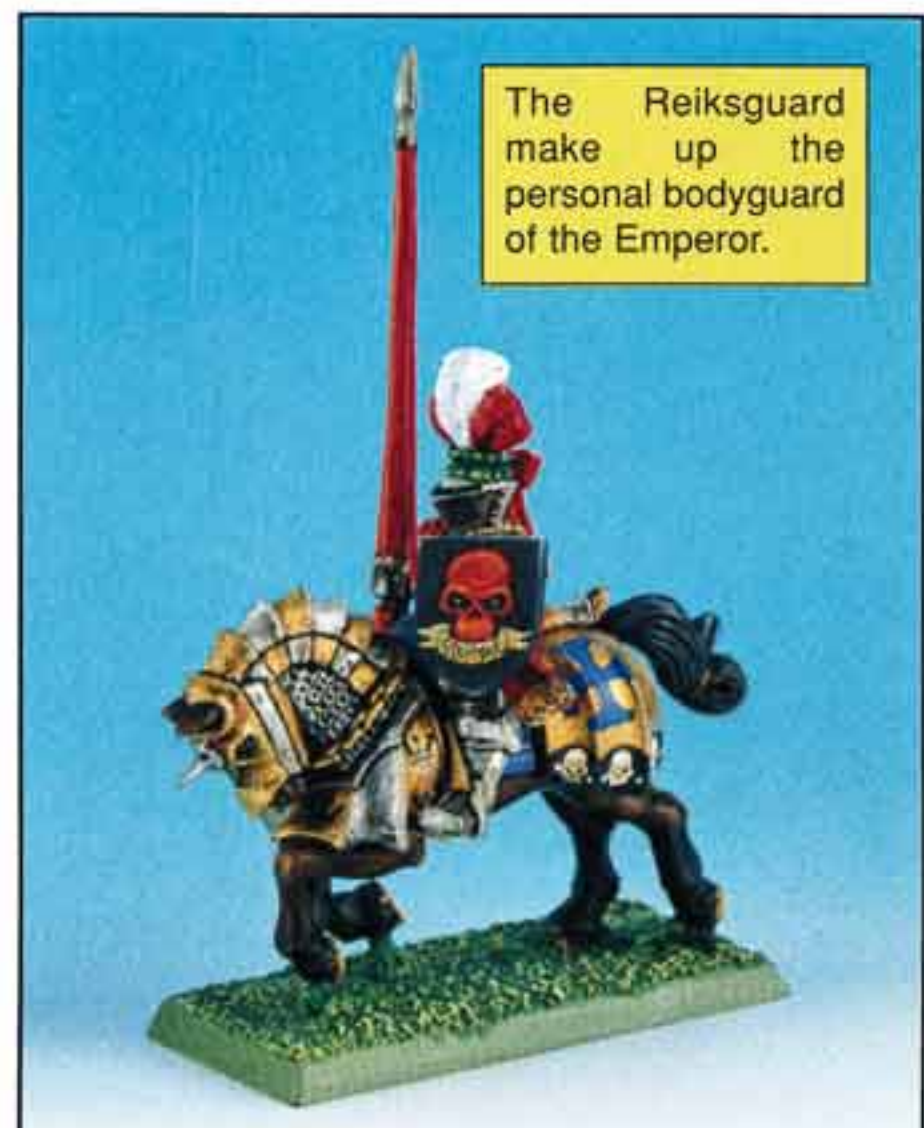


MINIATURES ARE SUPPLIED WITH A PLASTIC SHIELD SPRUE.
PACKAGED 1 MINIATURE AND 1 PLASTIC HORSE PER BLISTER.

8556I REIKSGUARD GRAND MASTERS



MINIATURES ARE SUPPLIED WITH A PLASTIC SHIELD SPRUE.
PACKAGED 1 MINIATURE AND 1 PLASTIC HORSE PER BLISTER.



The Reiksguard
make up the
personal bodyguard
of the Emperor.

EMPIRE

8556J KNIGHTS OF THE BLAZING SUN



MINIATURES ARE SUPPLIED WITH A PLASTIC SHIELD SPRUE.
PACKAGED 1 MINIATURE AND 1 PLASTIC HORSE PER BLISTER.

8556L KNIGHTS OF THE BLAZING SUN GRAND MASTER



MINIATURES ARE SUPPLIED WITH A PLASTIC SHIELD SPRUE.
PACKAGED 1 MINIATURE AND 1 PLASTIC HORSE PER BLISTER.

8556K KNIGHTS OF THE BLAZING SUN STANDARD BEARER



MINIATURES ARE SUPPLIED WITH A PLASTIC SHIELD SPRUE.
PACKAGED 1 MINIATURE AND 1 PLASTIC HORSE PER BLISTER.



The Knights of the Blazing Sun dedicated their order to the warrior goddess of Estalia who once saved them in battle.

EMPIRE

8558A EMPIRE COMMAND



MINIATURES ARE SUPPLIED WITH A PLASTIC SHIELD SPRUE WHEN NECESSARY. PACKAGED 3 MINIATURES PER BLISTER.

EMPIRE

8558A EMPIRE COMMAND



MINIATURES ARE SUPPLIED WITH A PLASTIC SHIELD SPRUE WHEN NECESSARY. PACKAGED 3 MINIATURES PER BLISTER.

EMPIRE

8558C EMPIRE SPEARMEN



MINIATURES ARE SUPPLIED WITH A PLASTIC SHIELD SPRUE. PACKAGED 2 MINIATURES PER BLISTER.



8558D EMPIRE SWORDSMEN



MINIATURES ARE SUPPLIED WITH A PLASTIC SHIELD SPRUE. PACKAGED 2 MINIATURES PER BLISTER.

EMPIRE

8558E EMPIRE HALBERDIERS



PACKAGED 2 MINIATURES PER BLISTER.



EMPIRE

8559A EMPIRE HAND GUNNERS



PACKAGED 2 MINIATURES PER BLISTER.

8559B EMPIRE CROSSBOWMEN



MINIATURES ARE SUPPLIED WITH A PLASTIC CROSSBOW SPRUE. PACKAGED 2 MINIATURES PER BLISTER.

EMPIRE

8559C EMPIRE ARCHERS



PACKAGED 2 MINIATURES PER BLISTER.

8560A EMPIRE PISTOLIERS



PACKAGED 1 MINIATURE AND 1 PLASTIC HORSE PER BLISTER.

EMPIRE

8560B ENGINEER OUTRIDER WITH REPEATER MUSKET

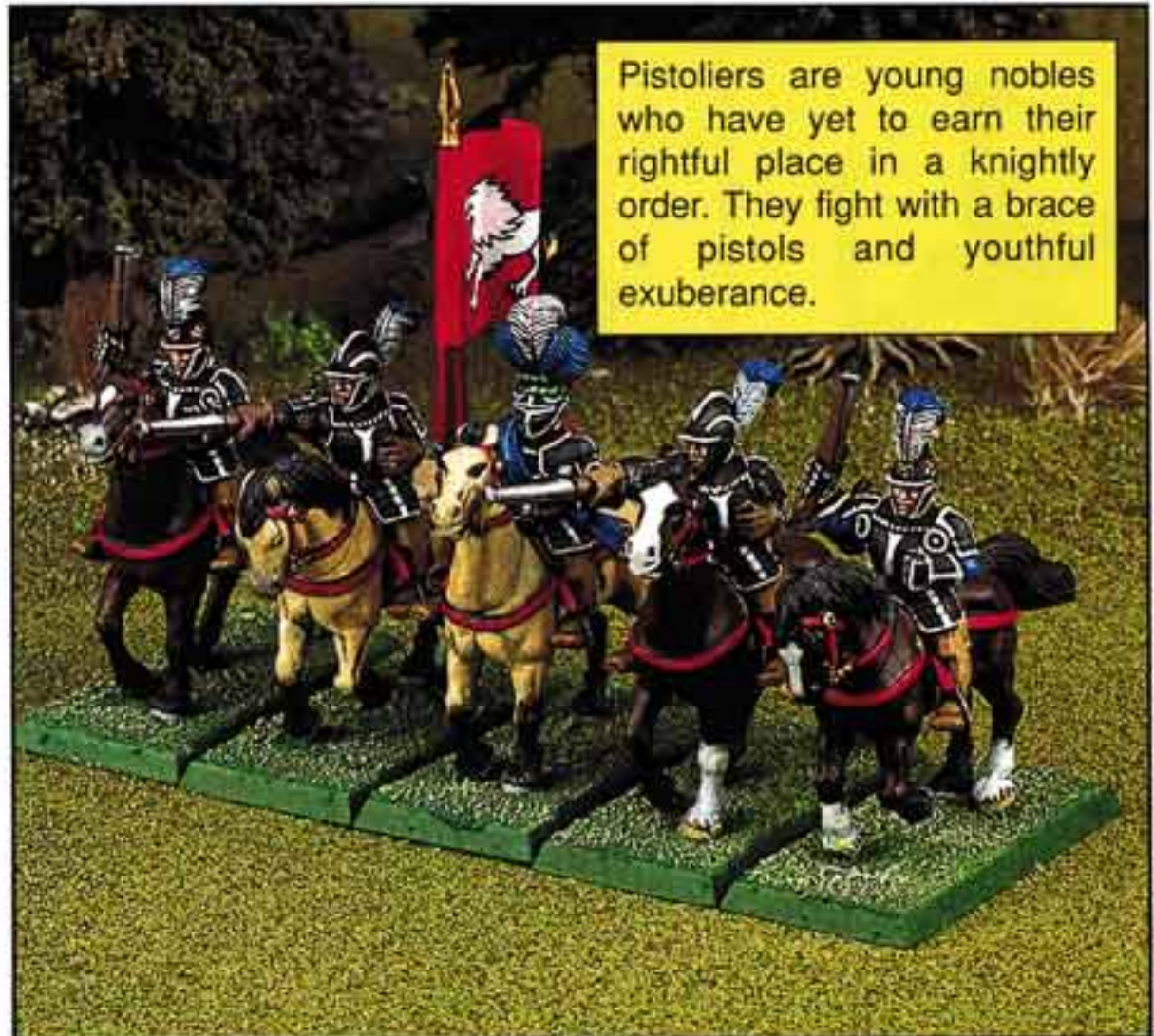


PACKAGED 1 MINIATURE AND 1 PLASTIC HORSE PER BLISTER.

8560C ENGINEER OUTRIDER WITH REPEATER PISTOL



PACKAGED 1 MINIATURE AND 1 PLASTIC HORSE PER BLISTER.



Pistoliers are young nobles who have yet to earn their rightful place in a knightly order. They fight with a brace of pistols and youthful exuberance.

8560D KISLEV HORSE ARCHERS



PACKAGED 1 MINIATURE AND 1 PLASTIC HORSE PER BLISTER.



The famed Kislev Horse Archers use their skirmishing formation to pepper the enemy while remaining elusive to incoming fire.

8560E KISLEV HORSE ARCHER STANDARD BEARER



PACKAGED 1 MINIATURE AND 1 PLASTIC HORSE PER BLISTER.

EMPIRE

8560F KISLEV HORSE ARCHER MUSICIAN



PACKAGED 1 MINIATURE AND 1 PLASTIC HORSE PER BLISTER.

8560G KISLEV HORSE ARCHER CHAMPIONS



PACKAGED 1 MINIATURE AND 1 PLASTIC HORSE PER BLISTER.

8560H KISLEV WINGED LANCERS



MINIATURES ARE SUPPLIED WITH A PLASTIC SHIELD SPRUE.
PACKAGED 1 MINIATURE AND 1 PLASTIC HORSE PER BLISTER.

8560I KISLEV WINGED LANCER STANDARD BEARER



MINIATURES ARE SUPPLIED WITH A PLASTIC SHIELD SPRUE.
PACKAGED 1 MINIATURE AND 1 PLASTIC HORSE PER BLISTER.

8560J KISLEV WINGED LANCER MUSICIAN



PACKAGED 1 MINIATURE AND 1 PLASTIC HORSE PER BLISTER.

8560K KISLEV WINGED LANCER CHAMPION



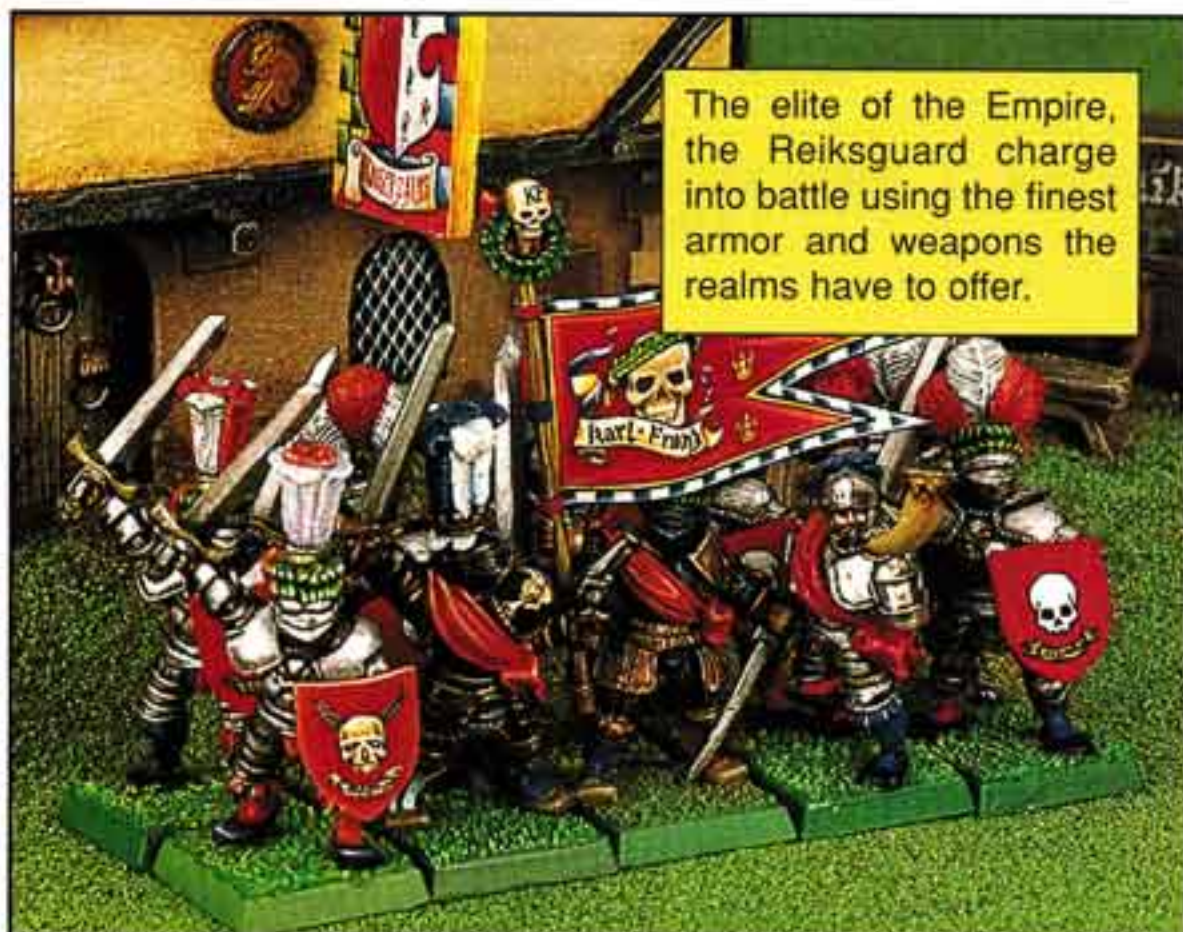
MINIATURES ARE SUPPLIED WITH A PLASTIC SHIELD SPRUE.
PACKAGED 1 MINIATURE AND 1 PLASTIC HORSE PER BLISTER.

EMPIRE

8561A REIKSGUARD



MINIATURES ARE SUPPLIED WITH A PLASTIC SHIELD SPRUE.
PACKAGED 2 MINIATURES PER BLISTER.



8561B REIKSGUARD COMMAND



PACKAGED 3 MINIATURES PER BLISTER.

EMPIRE

8561D GREATSWORDS



PACKAGED 2 MINIATURES PER BLISTER.

8561E FLAGELLANTS



PACKAGED 2 MINIATURES PER BLISTER.

EMPIRE

8562A HALFLING SPEARMEN



MINIATURES ARE SUPPLIED WITH A PLASTIC SHIELD SPRUE.
PACKAGED 4 MINIATURES PER BLISTER.



While not physically strong, Halflings make excellent bowmen with their unerring accuracy.

8562B HALFLING ARCHERS



PACKAGED 4 MINIATURES PER BLISTER.

8562C HALFLING COMMAND



MINIATURES ARE SUPPLIED WITH A PLASTIC SHIELD SPRUE. PACKAGED 4 MINIATURES PER BLISTER.

EMPIRE

8562D HALFLING HOT POT CATAPULT



PACKAGED 3 HALFLINGS AND 1 HOT POT CATAPULT PER BLISTER.

8563A JADE WIZARD



PACKAGED 1 WIZARD AND 1 RANDOMLY SELECTED FAMILIAR MODEL PER BLISTER.

8563B MOUNTED JADE WIZARD



PACKAGED 1 WIZARD AND 1 PLASTIC HORSE PER BLISTER.

8563C AMBER WIZARD



PACKAGED 1 WIZARD AND 1 RANDOMLY SELECTED FAMILIAR MODEL PER BLISTER.

8563D MOUNTED AMBER WIZARD



PACKAGED 1 WIZARD AND 1 PLASTIC HORSE PER BLISTER.

EMPIRE

8563E BRIGHT WIZARD



PACKAGED 1 WIZARD AND 1 RANDOMLY SELECTED FAMILIAR MODEL PER BLISTER.

8563F MOUNTED BRIGHT WIZARD



PACKAGED 1 WIZARD AND 1 PLASTIC HORSE PER BLISTER.

8563G CELESTIAL WIZARD



PACKAGED 1 WIZARD AND 1 RANDOMLY SELECTED FAMILIAR MODEL PER BLISTER.

8563H MOUNTED CELESTIAL WIZARD



PACKAGED 1 WIZARD AND 1 PLASTIC HORSE PER BLISTER.

8563I GOLD WIZARD



PACKAGED 1 WIZARD AND 1 RANDOMLY SELECTED FAMILIAR MODEL PER BLISTER.

8563J MOUNTED GOLD WIZARD



PACKAGED 1 WIZARD AND 1 PLASTIC HORSE PER BLISTER.

EMPIRE

8563K GREY WIZARD



PACKAGED 1 WIZARD AND 1 RANDOMLY SELECTED FAMILIAR MODEL PER BLISTER.

8563L MOUNTED GREY WIZARD



PACKAGED 1 WIZARD AND 1 PLASTIC HORSE PER BLISTER.

8563M AMETHYST WIZARD



PACKAGED 1 WIZARD AND 1 RANDOMLY SELECTED FAMILIAR MODEL PER BLISTER.

8563N MOUNTED AMETHYST WIZARD



PACKAGED 1 WIZARD AND 1 PLASTIC HORSE PER BLISTER.

8563O LIGHT WIZARD



PACKAGED 1 WIZARD AND 1 RANDOMLY SELECTED FAMILIAR MODEL PER BLISTER.

8563P MOUNTED LIGHT WIZARD



PACKAGED 1 WIZARD AND 1 PLASTIC HORSE PER BLISTER.

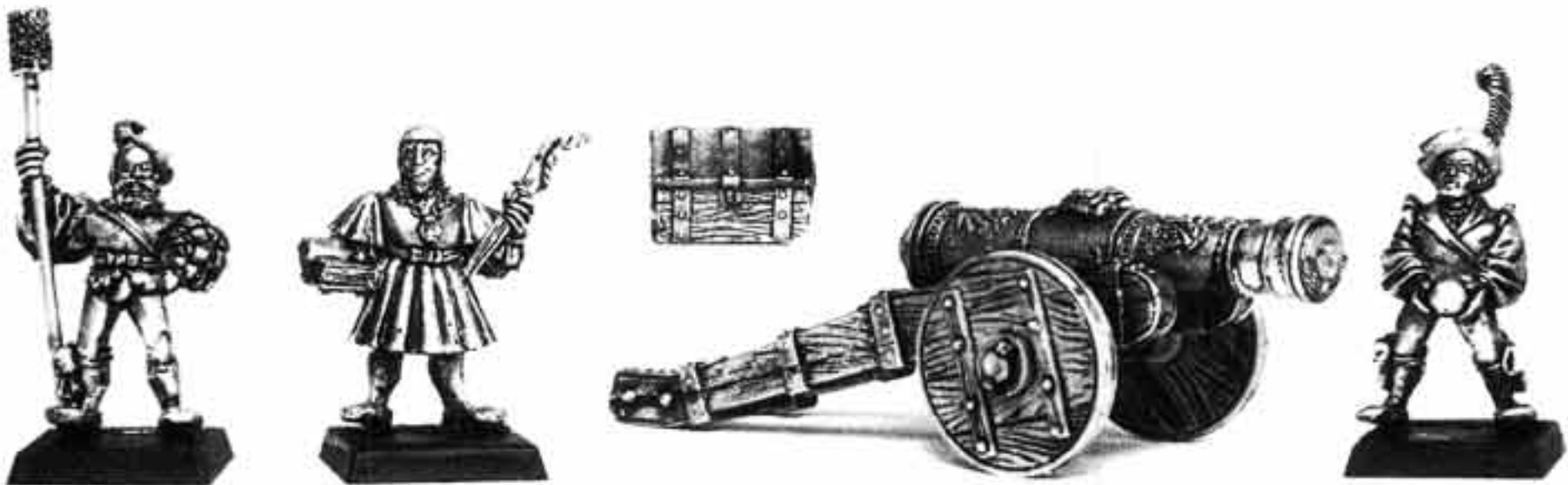
EMPIRE

8576A EMPIRE MORTAR



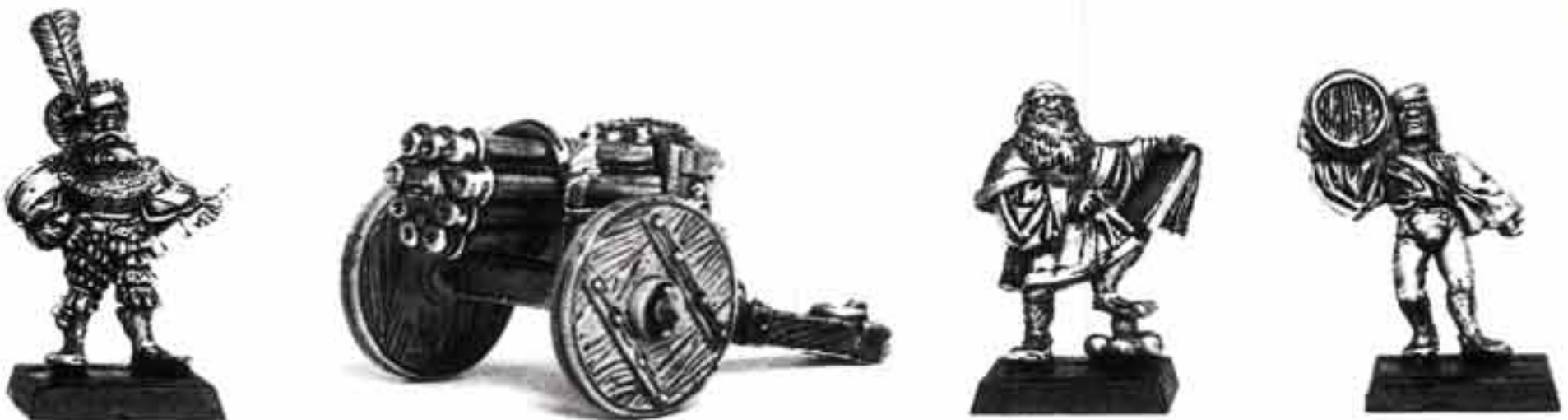
PACKAGED 3 CREW AND 1 EMPIRE MORTAR PER BLISTER.

8576B EMPIRE GREAT CANNON



PACKAGED 3 CREW, 1 EQUIPMENT CHEST, AND 1 GREAT CANNON PER BLISTER.

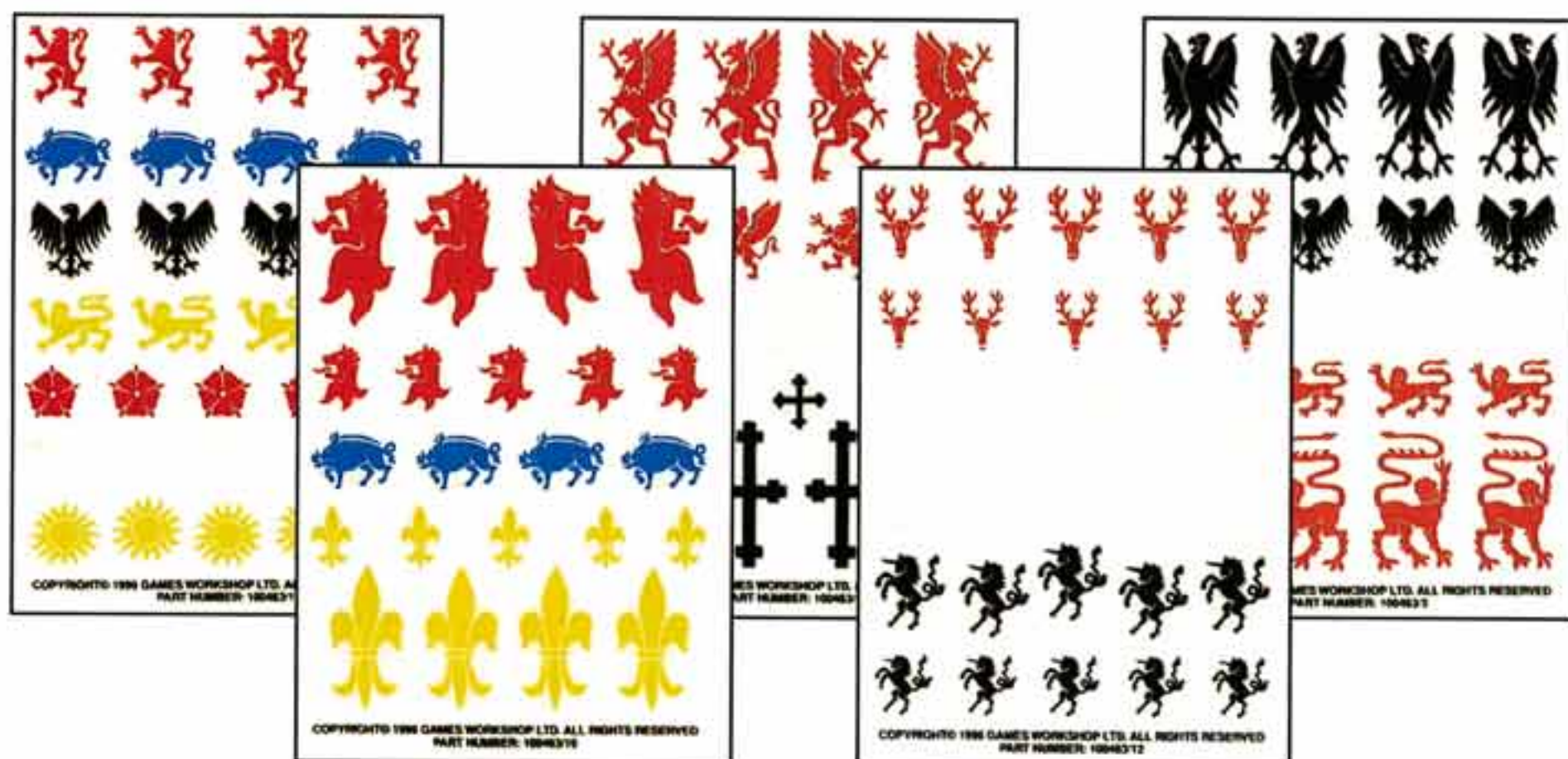
8576C EMPIRE HELBLASTER VOLLEY GUN



PACKAGED 3 CREW AND 1 HELBLASTER VOLLEY GUN PER BLISTER.

EMPIRE

8583F EMPIRE TRANSFERS



PACKAGED 10 TRANSFER SHEETS PER BLISTER.

8599A TZARINA KATARIN THE ICE QUEEN OF KISLEV



MINIATURE SUPPLIED UNPAINTED.
PACKAGED 1 MINIATURE AND 1 PLASTIC HORSE PER BLISTER.

8599J LUDWIG SCHWARZHELM EMPEROR'S CHAMPION



MINIATURE SUPPLIED UNPAINTED. BANNER NOT INCLUDED.
PACKAGED 1 MINIATURE AND 1 PLASTIC HORSE PER BLISTER.

EMPIRE

**8599K REIKSMARSHALL
CAPTAIN KURT HELBORG**



MINIATURE SUPPLIED UNPAINTED.
PACKAGED 1 MINIATURE AND 1 PLASTIC HORSE PER BLISTER.

**8599S BORIS TODBRINGER
ELECTOR COUNT OF MIDDENLAND**



MINIATURE SUPPLIED UNPAINTED.
MINIATURE IS SUPPLIED WITH A PLASTIC SHIELD SPRUE.
PACKAGED 1 MINIATURE AND 1 PLASTIC HORSE PER BLISTER.

**8599L THYRUS GORMANN
SUPREME PATRIARCH**



MINIATURE SUPPLIED UNPAINTED.
PACKAGED 1 MINIATURE AND 1 PLASTIC HORSE PER BLISTER.

**8599T ALDEBRAND LUDENHOF
ELECTOR COUNT OF HOCHLAND**



MINIATURE SUPPLIED UNPAINTED.
PACKAGED 1 MINIATURE AND 1 PLASTIC HORSE PER BLISTER.

EMPIRE

8599U VALMIR VON RAUKOV
ELECTOR COUNT OF OSTLAND



MINIATURE SUPPLIED UNPAINTED.
PACKAGED 1 MINIATURE AND 1 PLASTIC HORSE PER BLISTER.

8599V MARIUS LEITDORF
ELECTOR COUNT OF AVERLAND



MINIATURE SUPPLIED UNPAINTED.
PACKAGED 1 MINIATURE AND 1 PLASTIC HORSE PER BLISTER.



EMPIRE



0749 PLASTIC HALBERDIERS

Imperial Halberdiers form the backbone of the armies of the Empire. With their battle-prowess and heavy-bladed halberds these troopers have earned the begrudging respect of their foes.

0811 EMPIRE WAR WAGON

Pulled by steel-clad steeds, the War Wagon is a mobile battle tower bristling with a variety of unique and deadly weapons. One of the best achievements of the top-secret Imperial Engineering School.



EMPIRE

0835

THE EMPEROR'S WAR GRIFFON DEATHCLAW

Astride his War Griffon Deathclaw, the Emperor Karl Franz leads the mighty Empire armies to glorious victory. Sure to make the perfect centerpiece for any Empire force.



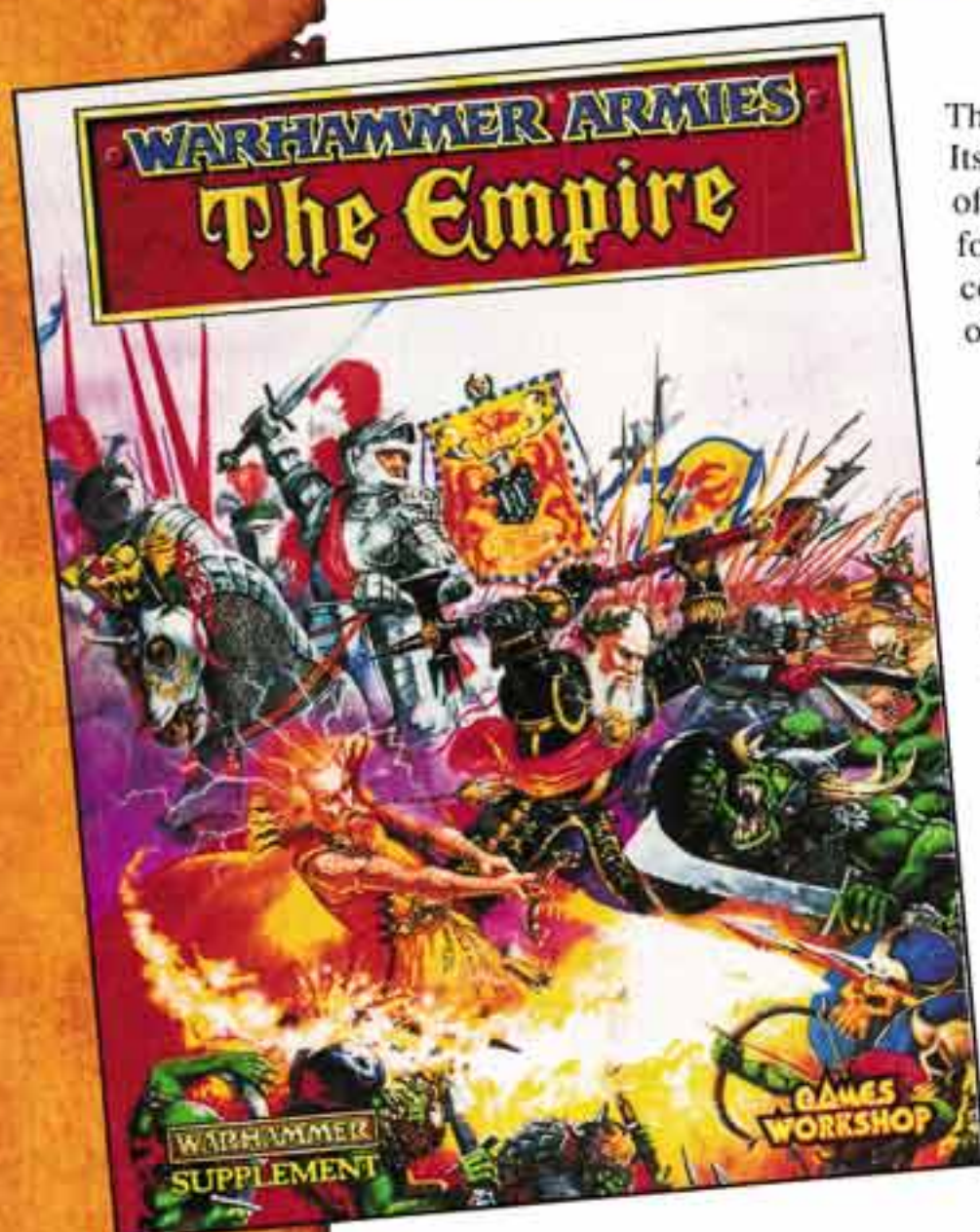
0812 IMPERIAL STEAM TANK

Armed with a cannon and protected by thick armor plating, the Steam Tank rolls inexorably forward. Providing it gets enough power from its huge iron boiler the Steam Tank is nigh unstoppable.

EMPIRE

0817 IMPERIAL WAR ALTAR

The Grand Theogonist rides to war on the Altar of Sigmar, a death-dealing war machine that leaves only broken and mangled enemy units in its wake.



0130 WARHAMMER ARMIES EMPIRE

The Empire is the largest and most powerful realm in the Old World. Its borders stretch from the Grey Mountains in the south to the Forest of Shadows in the north, encompassing prosperous cities, dark forests, tall mountains and continent-spanning rivers. This invaluable companion to the Warhammer game describes the lands and armies of the Empire in complete and colorful detail.

THE EMPIRE

A complete history of its lands and peoples, the great city states and provinces, its Emperors and mighty deeds of old.

SPECIAL RULES

Covering the weapons and devices of the Engineers School of Altdorf including such arcane devices as the War Wagon, Helblaster Volley Gun, the Steam Tank of Leonardo Miraglio, Repeater Hand Guns, and Mortars.

ARMY LIST

A complete army list for the Empire army including the Emperor's Reiksguard, the Knightly Orders of the White Wolves, Knights Panther and Knights of the Blazing Sun. The Empire's infantry and artillery are covered in detail including special troops, Kislev allies, Halfling and Dwarf regiments, and more. A full list is provided for including heroes, wizards, and monsters into your army. A separate section introduces historical characters from Emperor Karl Franz to Tzarina Katarin the Ice Queen of Kislev.

DWARVES

The Dwarfs are mighty warriors able to bear the load of armor that would cause a man to collapse, and swing mighty two-handed hammers that can crush their enemy with a single blow. Slow to forget a slight, they are known throughout the world as grudgebearers, and are always ready to take revenge for their ancestors.

THE DWARF EMPIRE

Long before the cities of man arose, before the Elven ships landed on the coasts of the Old World, the Dwarfen realms spread across the World's Edge Mountains. The Dwarfs carved their strongholds out of the mountains themselves and mined the riches they found within. Stout warriors and master forgers, their armies marched onward and the Dwarfs claimed the Old World for their own.



The Dwarf army is full of missile troops like this Dwarf Thunderer.

THE GREAT CATAclysm

The Dwarf Empire was so strong and vast that only a string of cataclysmic events could have brought the realms to its knees. It was only a matter of time after the Dwarfs and Elves first met that the two would come to blows. Both being a proud and haughty race, they do not take slights very easily and eventually they went to war in what was called the Great War of the Beard. This war exhausted the forces of both races and ended in stalemate. The Dwarfs retreated to their mountain strongholds and barred the gates.

Then came the great rift when the old volcanoes in the Dwarf realms erupted and great earthquakes tore the mountains apart. Many strongholds were destroyed and its defenses left in ruins. It was not long before Orc and Goblin hordes overran the shattered realms.



Dwarf Slayers actively seek out the largest and most powerful monsters to defeat.

BY THE BEARDS OF THEIR ANCESTORS

The bulk of the Dwarf Army is made up of **Dwarf Clansmen** who go into battle wielding finely crafted axes, spears, or even great two-handed axes. Too short to use bows, Dwarfs adopted the crossbow and handgun as weapons of choice to give covering fire for their infantry.

Because they live in a constant state of warfare, Dwarfs have a wide range of elite units to choose from. The oldest Dwarf warriors are known as **Long Beards**. These cantankerous old fellows are always complaining about how today's Goblins are just smaller and weedier than the ones they had to fight when they were young. **Dwarf**

Hammerers are the King's personal bodyguard. They go into battle wielding deadly two-handed hammers that can crush the enemy in one great heave.

Dwarf Slayers are Dwarfs that have been spurned and have left the safety of the strongholds to find their lost honor by

fighting the biggest and baddest monsters. Living in the mountains the Dwarfs had no practical use for cavalry so they look to their fantastic war machines to give them an edge. Whether it is from the burning whoosh of a **Flame Cannon**, or the churning of the blades on the

mighty **Gyrocopter**, Dwarfs are never lacking for artillery. It seems Dwarfs are always ready to show another army the error of its ways from the business end of a big cannon barrel.



Dwarf Runesmiths forge powerful runic weapons and have been known to ride into battle on the top of large anvils!



DWARFS

8514A LONGBEARDS



MINIATURES ARE SUPPLIED WITH A PLASTIC SHIELD SPRUE. PACKAGED 2 MINIATURES PER BLISTER.

8514B DWARF HAMMERERS



MINIATURES ARE SUPPLIED WITH A PLASTIC SHIELD SPRUE.
PACKAGED 2 MINIATURES PER BLISTER.



DWARFS

8514C IRONBREAKERS



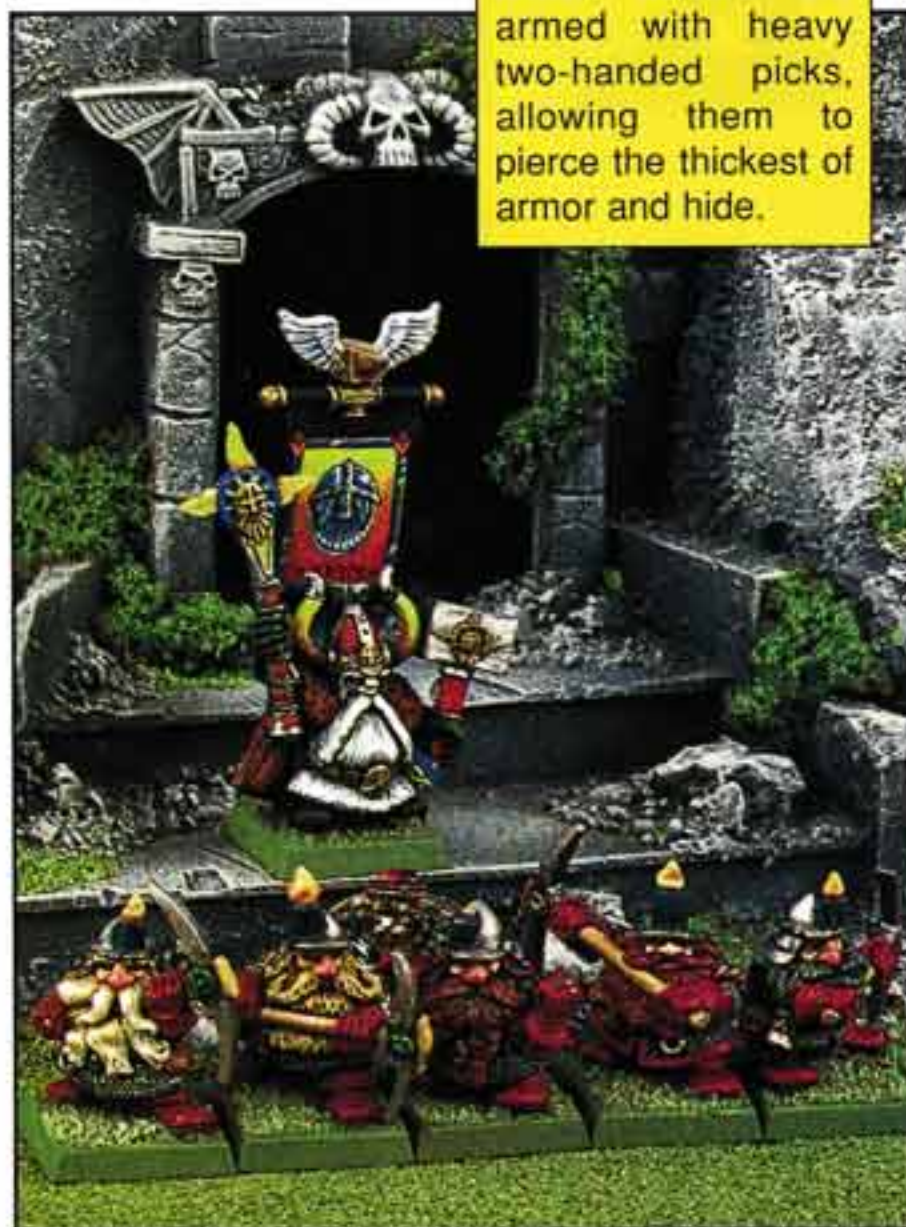
MINIATURES ARE SUPPLIED WITH A PLASTIC SHIELD SPRUE. PACKAGED 2 MINIATURES PER BLISTER.

8514D MINERS



PACKAGED 2 MINIATURES PER BLISTER.

Dwarf Miners are armed with heavy two-handed picks, allowing them to pierce the thickest of armor and hide.

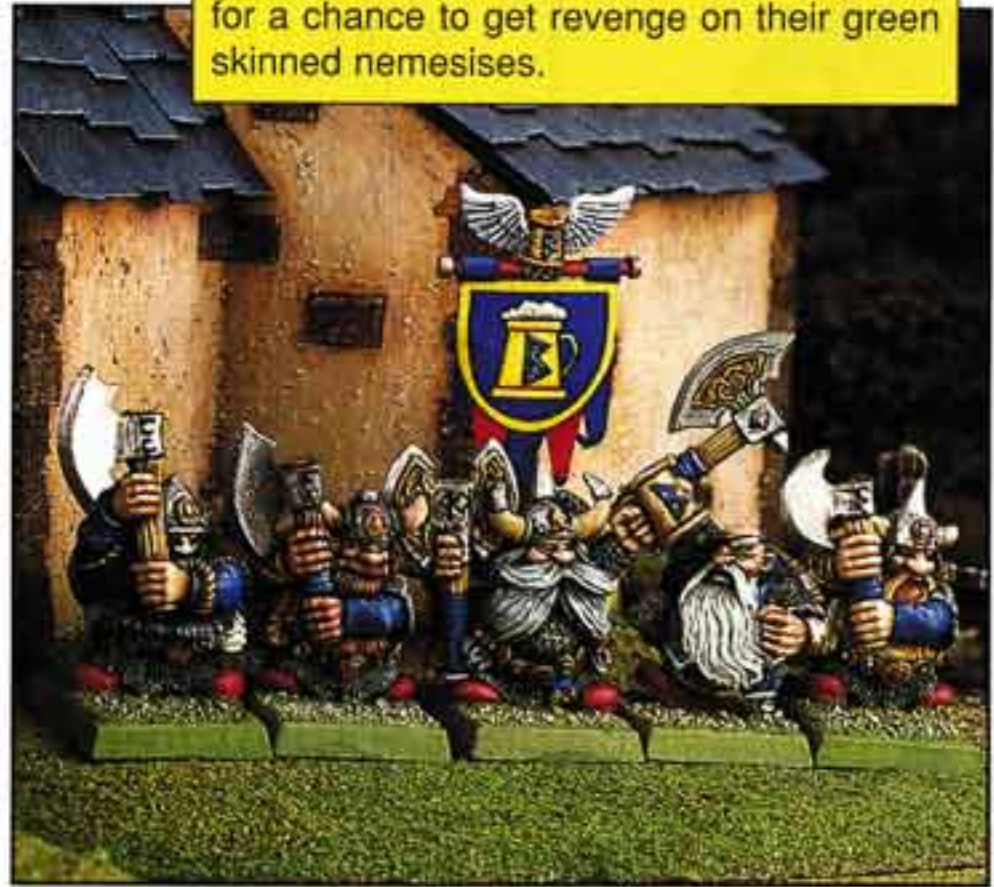


DWARFS

8514E BUGMAN'S RANGERS



Driven from their brewery by a horde of Goblins, Bugman's Rangers are always up for a chance to get revenge on their green skinned nemesises.



MINIATURES ARE SUPPLIED WITH A PLASTIC SHIELD SPRUE. PACKAGED 2 MINIATURES PER BLISTER.

8515A SLAYERS



PACKAGED 2 MINIATURES PER BLISTER.

DWARFS

8515B SLAYERS WITH ADDITIONAL WEAPONS



PACKAGED 2 MINIATURES PER BLISTER.

8516A DWARF COMMAND



MINIATURES ARE SUPPLIED WITH A PLASTIC SHIELD SPRUE. PACKAGED 3 MINIATURES PER BLISTER.

DWARFS

8516A DWARF COMMAND



MINIATURES ARE SUPPLIED WITH A PLASTIC SHIELD SPRUE. PACKAGED 3 MINIATURES PER BLISTER.

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DWARFS

8516C DRAGON SLAYERS



PACKAGED 2 MINIATURES PER BLISTER.

8516D DAEMON SLAYERS



PACKAGED 1 MINIATURE PER BLISTER.



Though light on armor, Slayers are heavy on the offensive, able to wound even the toughest of creatures with relative ease.



8516E DWARF MINER COMMAND



PACKAGED 3 MINIATURES PER BLISTER.

8597H KRUDD, DWARF MINER CHAMPION



MINIATURE SUPPLIED UNPAINTED.
PACKAGED 1 MINIATURE PER BLISTER.

DWARFS

8516F BUGMAN'S COMMAND



PACKAGED 3 MINIATURES PER BLISTER.

8516G HAMMERER COMMAND



PACKAGED 3 MINIATURES PER BLISTER.

8597D GRUNG, DWARF MASTER RUNESMITH



MINIATURE SUPPLIED UNPAINTED.
PACKAGED 1 MINIATURE PER BLISTER.

8597E SKAG, THE STEALTHY



PACKAGED 1 MINIATURE PER BLISTER.

DWARFS

8516K SLAYER COMMAND



PACKAGED 2 MINIATURES PER BLISTER.

8577D DWARF GYROCOPTER



MINIATURE SUPPLIED UNPAINTED.
PACKAGED 1 GYROCOPTER AND 1 RIDER PER BLISTER.

8516L DWARF DRUNKS



PACKAGED 2 MINIATURES PER BLISTER.

8577A DWARF CANNON



PACKAGED 3 CREW AND 1 CANNON PER BLISTER.

DWARFS

8577B DWARF ORGAN GUN



PACKAGED 3 CREW AND 1 ORGAN GUN PER BLISTER.

8577C DWARF BOLT THROWER



PACKAGED 3 CREW AND 1 BOLT THROWER PER BLISTER.

8578A DWARF THUNDERERS



PACKAGED 2 MINIATURES PER BLISTER.

DWARFS

8578B DWARF CROSSBOWMEN



PACKAGED 2 MINIATURES PER BLISTER.

Dwarf Crossbowmen help form the backbone of the Dwarf army, combining stalwart troops and heavy hitting firepower.



DWARFS

8578C DWARF CLANSMEN



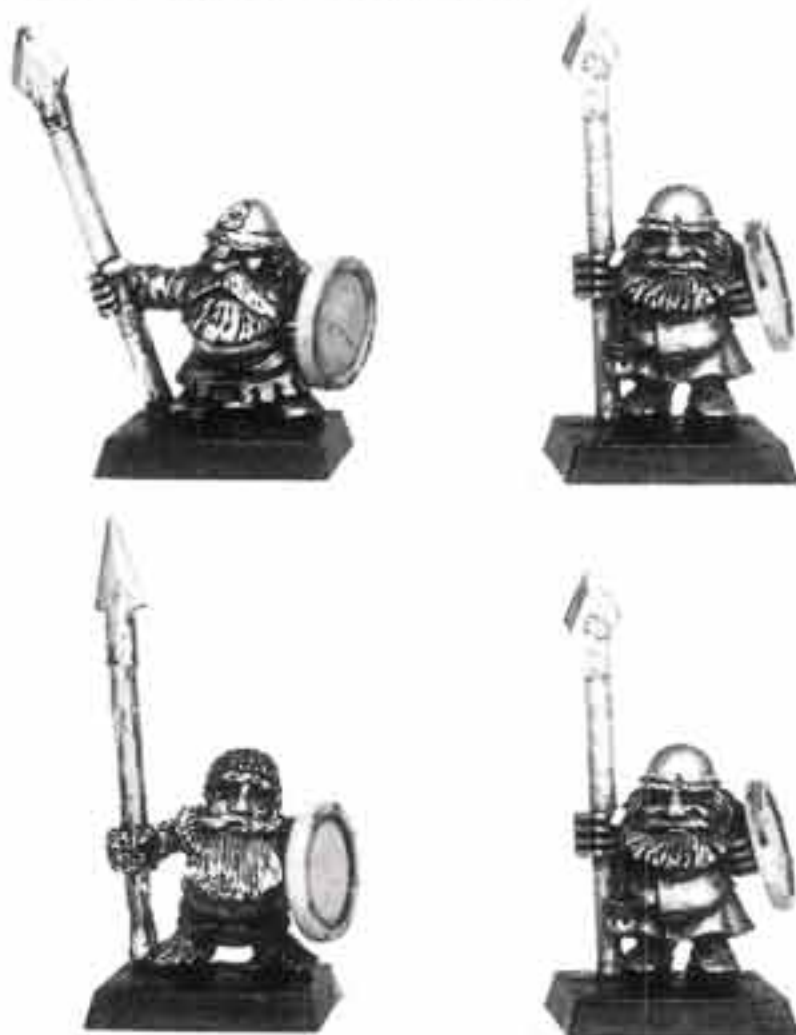
MINIATURES ARE SUPPLIED WITH A PLASTIC SHIELD SPRUE. PACKAGED 2 MINIATURES PER BLISTER.



Big blocks of Dwarf Warriors are the mainstays of Dwarf armies, providing a high toughness and an even higher leadership.

DWARFS

8578D DWARF SPEARMEN



MINIATURES ARE SUPPLIED WITH A PLASTIC SHIELD SPRUE.
PACKAGED 2 MINIATURES PER BLISTER.

8578E DWARF CLANSMEN WITH DOUBLE HANDED WEAPONS



PACKAGED 2 MINIATURES PER BLISTER.

8583A DWARF BANNERS



PACKAGED 5 BANNERS PER BLISTER.

8597A DWARF LORD DRONG



MINIATURE SUPPLIED UNPAINTED. MINIATURE SUPPLIED IS WITH A
PLASTIC SHIELD SPRUE. PACKAGED 1 MINIATURE PER BLISTER.

8597B QUEEN HELGAR



MINIATURE SUPPLIED UNPAINTED. MINIATURE IS SUPPLIED WITH A
PLASTIC SHIELD SPRUE. PACKAGED 1 MINIATURE PER BLISTER.

DWARFS

8599D KING KAZADOR



MINIATURE SUPPLIED UNPAINTED. BANNER NOT INCLUDED.
PACKAGED 1 MINIATURE PER BLISTER.

8599E BURLOCK DAMMINSON



MINIATURE SUPPLIED UNPAINTED. BANNER NOT INCLUDED.
PACKAGED 1 MINIATURE PER BLISTER.

8599F UNGRIMM IRONFIST



MINIATURE SUPPLIED UNPAINTED. BANNER NOT INCLUDED.
PACKAGED 1 MINIATURE PER BLISTER.

8599G GOTREK AND FELIX



MINIATURE SUPPLIED UNPAINTED.
PACKAGED 2 MINIATURES PER BLISTER.

8599H KRAGG THE GRIM



MINIATURE SUPPLIED UNPAINTED.
BANNER NOT INCLUDED.
PACKAGED 1 MINIATURE PER BLISTER.

8599M THE WHITE DWARF



MINIATURE SUPPLIED UNPAINTED.
PACKAGED 1 MINIATURE PER BLISTER.

8599N JOSEPH BUGMAN



MINIATURE SUPPLIED UNPAINTED.
BANNER NOT INCLUDED.
PACKAGED 1 MINIATURE PER BLISTER.

DWARFS



0751 PLASTIC DWARF WARRIORS

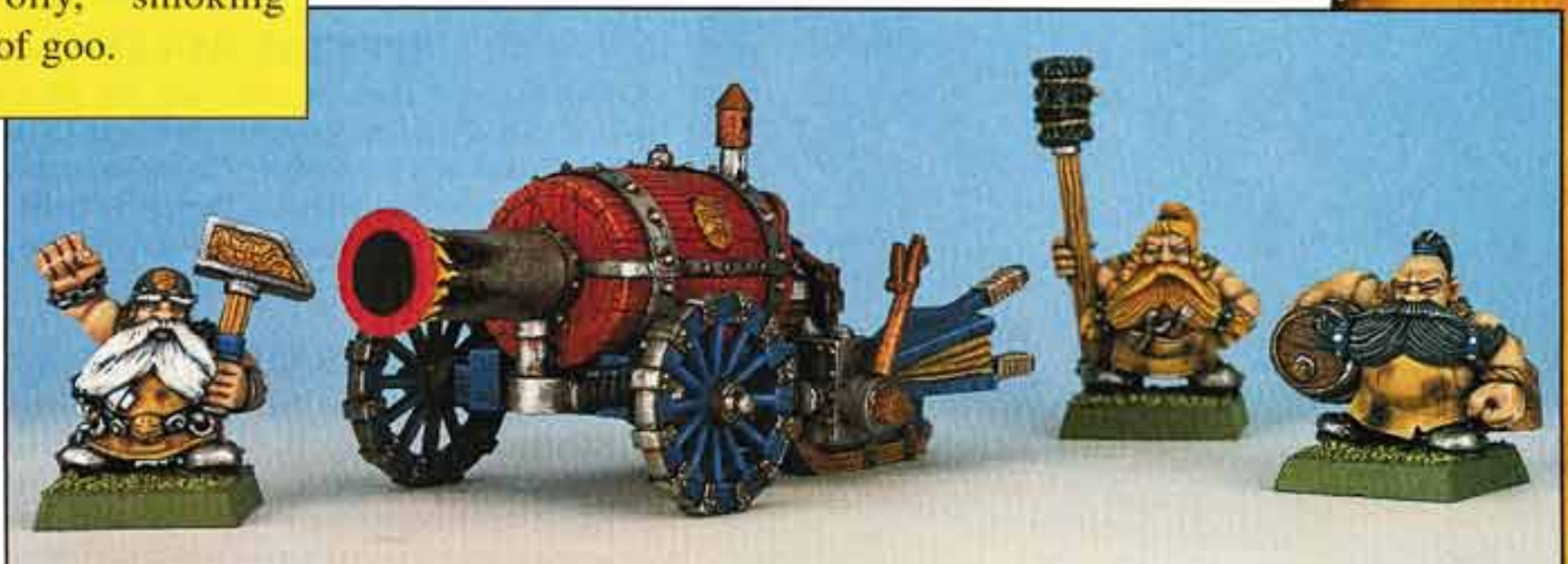
Strong and resilient, Dwarf Warriors will often fight to the last rather than admit defeat.

0836 DWARF RUNESMITH'S ANVIL OF DOOM

When struck by a Dwarf Runesmith, the Anvil of Doom unleashes its pent-up fury in the form of deadly lightning bolts.

0837 DWARF FLAME CANNON

Capable of spewing forth a gout of burning pitch, the Flame Cannon can so completely annihilate a unit of troops that there is nothing left but oily, smoking piles of goo.



DWARFS



0828 DWARF KING'S THRONE OF POWER

The most powerful of all Dwarfen Relics, the Throne of Power has borne the Dwarf High Kings to battle since the dawn of time. Carried by four stout Dwarfs, the Throne cuts a bloody swathe through any troops foolish enough to get within charge distance.



0133 WARHAMMER ARMIES DWARFS

For thousands of years the great Dwarf Empire has endured amongst the Worlds Edge Mountains. Centuries of war and conquest have hardened the Dwarfs and molded them into the finest warriors anywhere. Countless battles against the Orcs, Goblins, and Skaven have embittered their hearts and sharpened their thirst for revenge. This invaluable companion to the Warhammer game of fantasy battles describes the armies of the Dwarfs in complete detail.

WAR AND CONQUEST

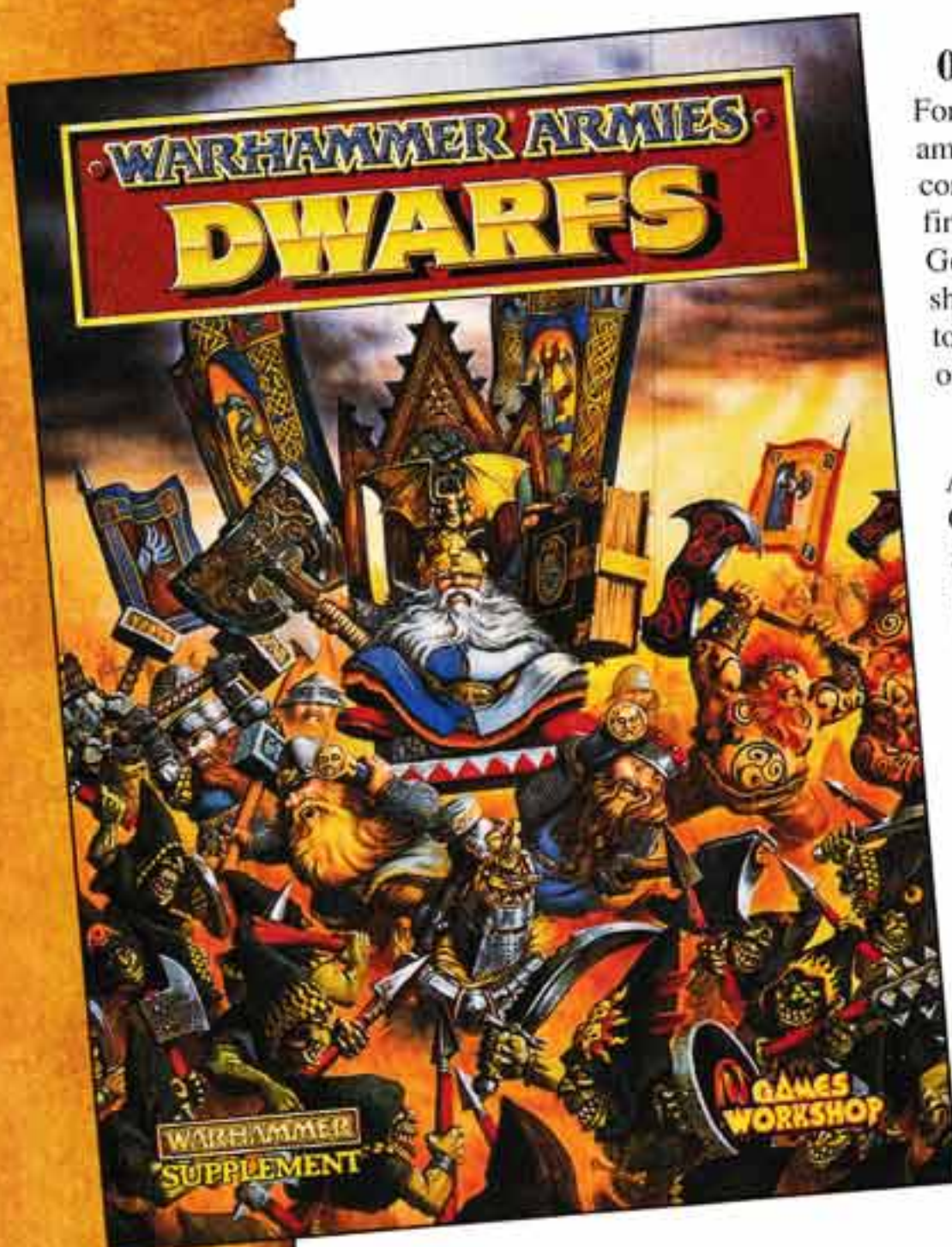
A history of the Dwarfs from glorious days of the Ancestor Gods to the constant warfare of present times. The Dwarf realms are described together with their many strongholds and mines, and the subterranean Underway which links them together. A section covers the Dwarf runic script and provides a description of their ancient language of Khazalid.

SPECIAL RULES

Complete game rules are provided for all Dwarf war machines and warriors including the Flame Cannon, Organ Gun, Slayers, and Runesmiths. A complete new magic rune system is described allowing Dwarfs to build their own powerful magic weapons, armor, standards, war machines, and talismans.

ARMY LIST

A complete army list for the Dwarfs army including Runesmiths, Hammerers, Iron Breakers, Long Beards, Thunderers, Slayers, Cannons, Organ Guns, Flame Cannons, and more warriors and war machines. A full list is provided for Dwarf heroes past and present.



SKAVEN

With a high pitched squeal of a thousand maddened rats, the Skaven swarm the fields of battle. A rat infestation turned nightmare, the vile rat-men scheme and plot the downfall of all the races in an effort to turn the World into one nation united under the Thirteen Lords of Decay.

CHILDREN OF THE HORNED RAT

While the origins of the Skaven remains shrouded in mystery, their current presence is all too noticeable. Under the direction of the Thirteen Lords of Decay, the Skaven construct elaborate plans, some which take decades to bear any fruit. The Skaven themselves are gross parodies of a cross between a man and a rat. Walking upright and possessing cunning intelligence, they are however skittish when left on their own. But when combined in packs, they can be whipped into unstoppable frenzies.

THE UNDEREMPIRE

The Skaven empire is known as Skavenblight. A half sunken city in the middle of the treacherous marshes that cover northern Tilea. Stretching out from Skavenblight like evil tendrils is a massive network of tunnels. These tunnels crisscross the whole of the Old World, leading to every major city, stronghold, and castle. From there the Skaven can unleash their fiendish plots, launch attacks, or spread their deadly diseases.

While Rat-Ogres are brutally savage, they are stupid beasts, thus they are herded into battle by Skaven Packmasters.

FISTS OF FURRY

The skaven society is separated into clans, and within each clan runs a pecking order. The stronger and more cunning the rat, the better position he will be in. The weak and the slow are captured for slaves, or used as cannon fodder

when the Skaven march to war. The larger more robust Skaven,

known as **Clanrats**, form the core units of the Skaven army.

Stormvermin form the elite warriors units. These large Skaven, are a match for any foe that dares stand against them.

Each clan has its own niche that keeps it from being enslaved by a rival clan. Four clans have risen to

prominence in Skaven society. **Clan Moulder**, who are powerful Beastmasters, breed horrible fighting beasts. **Clan Eshin** are the feared Skaven Assassins. **Clan Skyre** are the mystical Warlock Engineers,

blending science and magic into strange and mystical devices of destruction. **Clan Pestilins**, also known as the Plague Monks, develop new diseases and spread them over the Old World with a fanatic fervor. Together these clans work to spread despair and bring down the nations of the Warhammer World!



Skaven Clanrat Champion.



Alone Clanrats can be skittish, but gathered in a pack they can be fierce warriors.



SKAVEN

8517A CLANRATS



MINIATURES ARE SUPPLIED WITH A PLASTIC SHIELD SPRUE. PACKAGED 2 MINIATURES PER BLISTER.

8517B CLANRATS WITH SPEARS



MINIATURES ARE SUPPLIED WITH A PLASTIC SHIELD SPRUE. PACKAGED 2 MINIATURES PER BLISTER.

8517C STORMVERMIN



MINIATURES ARE SUPPLIED WITH A PLASTIC SHIELD SPRUE. PACKAGED 2 MINIATURES PER BLISTER.

SKAVEN

8517D SKAVENSLAVES



MINIATURES ARE SUPPLIED WITH A PLASTIC SHIELD SPRUE. PACKAGED 3 MINIATURES PER BLISTER.

8517E SKAVENSLAVES WITH SPEARS



MINIATURES ARE SUPPLIED WITH A PLASTIC SHIELD SPRUE. PACKAGED 3 MINIATURES PER BLISTER.



Skavenslaves are driven into battle before the rest of the host to soak up arrow, crossbow, and any other missile fire that might threaten more valuable troops

Stormvermin are the fierce elite warriors of the Skaven. When armed with halberds they are more than a match for even the most experienced of foes.

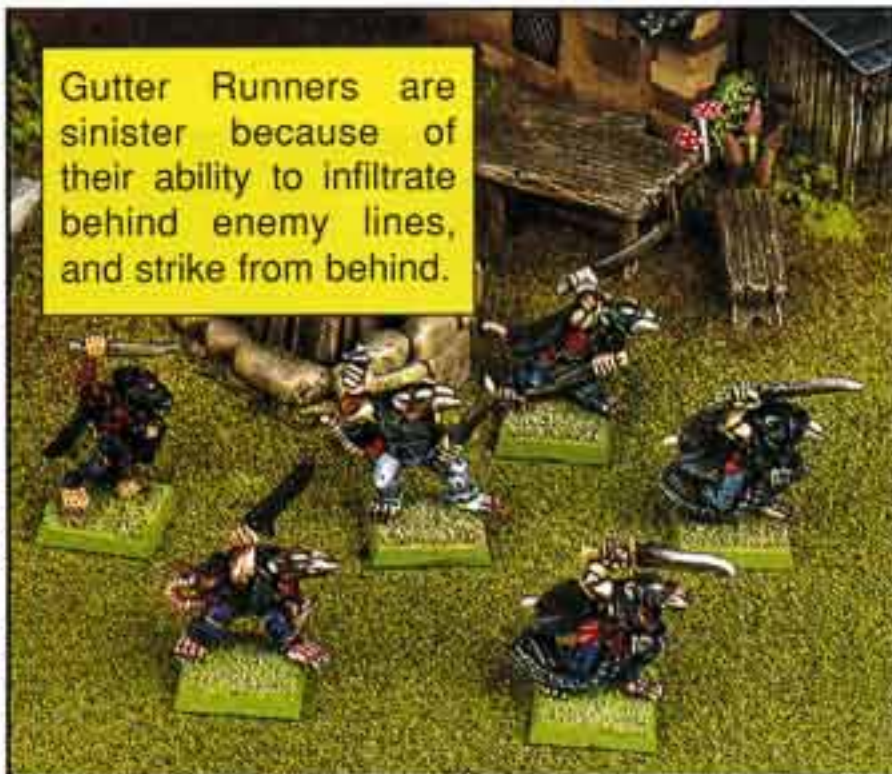


SKAVEN

8517F GUTTER RUNNERS



PACKAGED 2 MINIATURES PER BLISTER.



Gutter Runners are sinister because of their ability to infiltrate behind enemy lines, and strike from behind.



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SKAVEN

8517G PLAGUE MONKS



PACKAGED 2 MINIATURES PER BLISTER.

8517H RAT SWARM



PACKAGED 5 MINIATURES PER BLISTER.

Plague Monks are virtually unstoppable in battle, able to shrug off wounds that would kill the lesser of their brethren.



Units of Giant Rats are deadly, able to swarm around enemy units in enormous quantities.



SKAVEN

8518A SKAVEN COMMAND



PACKAGED 3 MINIATURES PER BLISTER.

SKAVEN

8518A SKAVEN COMMAND



PACKAGED 3 MINIATURES PER BLISTER.

8518B STORMVERMIN COMMAND



PACKAGED 3 MINIATURES PER BLISTER.

8518C WARPFIRE THROWER



PACKAGED 2 MINIATURES PER BLISTER.

SKAVEN

8518D JEZZAIL TEAM



PACKAGED 2 MINIATURES PER BLISTER.

8518E PLAGUE CENSER BEARERS



PACKAGED 2 MINIATURES PER BLISTER.

Only the most fanatical of Clan Pestilens are allowed to carry the deadly plague censers into battle, spreading clouds of foul diseases with every swing.



SKAVEN

8518F POISON WIND GLOBADIERS



PACKAGED 2 MINIATURES PER BLISTER.

8518G SKAVEN ELITES ASSASSINS



PACKAGED 2 MINIATURES PER BLISTER.



An infamous invention by Clan Skyre, Poison Wind Globadiers lob glass balls filled with toxic gasses into the enemies' ranks. Even the heaviest of armor gives no protection against the deadly fumes that are released.

8518H SKAVEN ELITES CLAN SKYRE WARLOCKS



PACKAGED 1 MINIATURE PER BLISTER.

SKAVEN

8518I PACKMASTER WITH GIANT RATS



PACKAGED 1 PACKMASTER AND 3 GIANT RATS PER BLISTER.

8518J RAT OGRES



PACKAGED 1 MINIATURE PER BLISTER.



Rat Ogres are foul mutations bred by Clan Moulder for their pure savagery and strength.

SKAVEN

8518K PLAGUE MONK COMMAND



PACKAGED 3 MINIATURES PER BLISTER.

8598I LORD SKROLK PLAGUELORD OF CLAN PESTILENS



MINIATURE SUPPLIED UNPAINTED. PACKAGED 1 MINIATURE PER BLISTER.

8598K IKIT CLAW CHIEF WARLOCK OF CLAN SKRYRE



MINIATURE SUPPLIED UNPAINTED. BANNER NOT INCLUDED.
PACKAGED 1 MINIATURE PER BLISTER.

8598J QUEEK HEAD-TAKER WARLORD OF CLAN MORS



MINIATURE SUPPLIED UNPAINTED.
PACKAGED 1 MINIATURE PER BLISTER.



SKAVEN

8598L DEATHMASTER SNIKCH CHIEF ASSASSIN OF CLAN ESHIN



MINIATURE SUPPLIED UNPAINTED.
PACKAGED 1 MINIATURE PER BLISTER.

8598N BONERIPPER THANQUOL'S BODYGUARD



MINIATURE SUPPLIED UNPAINTED.
PACKAGED 1 MINIATURE PER BLISTER.

8598M THANQUOL GREY SEER



MINIATURE SUPPLIED UNPAINTED.
PACKAGED 1 MINIATURE PER BLISTER.



Above: Gutter Runners
ambush an Empire Cannon
emplacement.

Below: Wood Elf Wardancers
face certain death at the
hands of Clan Skryres'
infamous Warfire Thrower
teams.



SKAVEN



0516 SKAVEN VERMIN LORD

Towering ominously over the chittering Skaven hordes, the Vermin Lord is the perfect centerpiece for a Skaven army.



0517 SKAVEN DOOMWHEEL

Powered by hordes and hordes of Giant Rats, the mighty Doomwheel churns forward generating bolts of deadly warp-lightning. While somewhat unstable and erratic in movement, the Doomwheel causes such magnificent damage when it works correctly that every Skaven Warlord would gladly sacrifice a unit of slaves to get one.



0761 PLASTIC SKAVEN

Individual Skaven are often ill-disciplined and cowardly, but in packs Skaven become bold. In battle Skaven form a horde which overwhelms the foe in a terrifying avalanche of insane rat-warriors.

SKAVEN

0839 SKAVEN

SCREAMING BELL

Pulled and dragged forward by ragged hordes of Skaven, the Screaming Bell is one of the most fearsome creations of the warped Warlock Engineers. Ringing out a mind-ripping peal of death, the Screaming Bell has enough power to raze cities and destroy armies.

Each toll of the warpstone bells drives the Skaven to new heights of ferocity. At the front of the twisted carriage a Grey Seer exhorts the Skaven to even an more frenzied state.



0135 WARHAMMER ARMIES SKAVEN

The vile and malevolent Skaven gnaw through the roots of the Old World like a malignant cancer. Their Under-Empire spreads ever outward from its sprawling capital of ancient evil, Skavenblight. Black-clad assassins slink through the sewers, rabid Plague Monks brew magical pestilences, insane Warlock Engineers build their devastating weapons of mass destruction and foul Packmasters mutate warped and deadly war-beasts to unleash upon their foes. Through the ancient and evil Lords of Decay the Horned Rat himself, dark god of the Skaven race, cynically guides his children to their ultimate destiny of complete mastery of the entire world! This supplement for Warhammer fantasy battle describes the Skaven race and their unspeakable horror in complete and exhaustive detail.

CORRUPTION AND DECAY

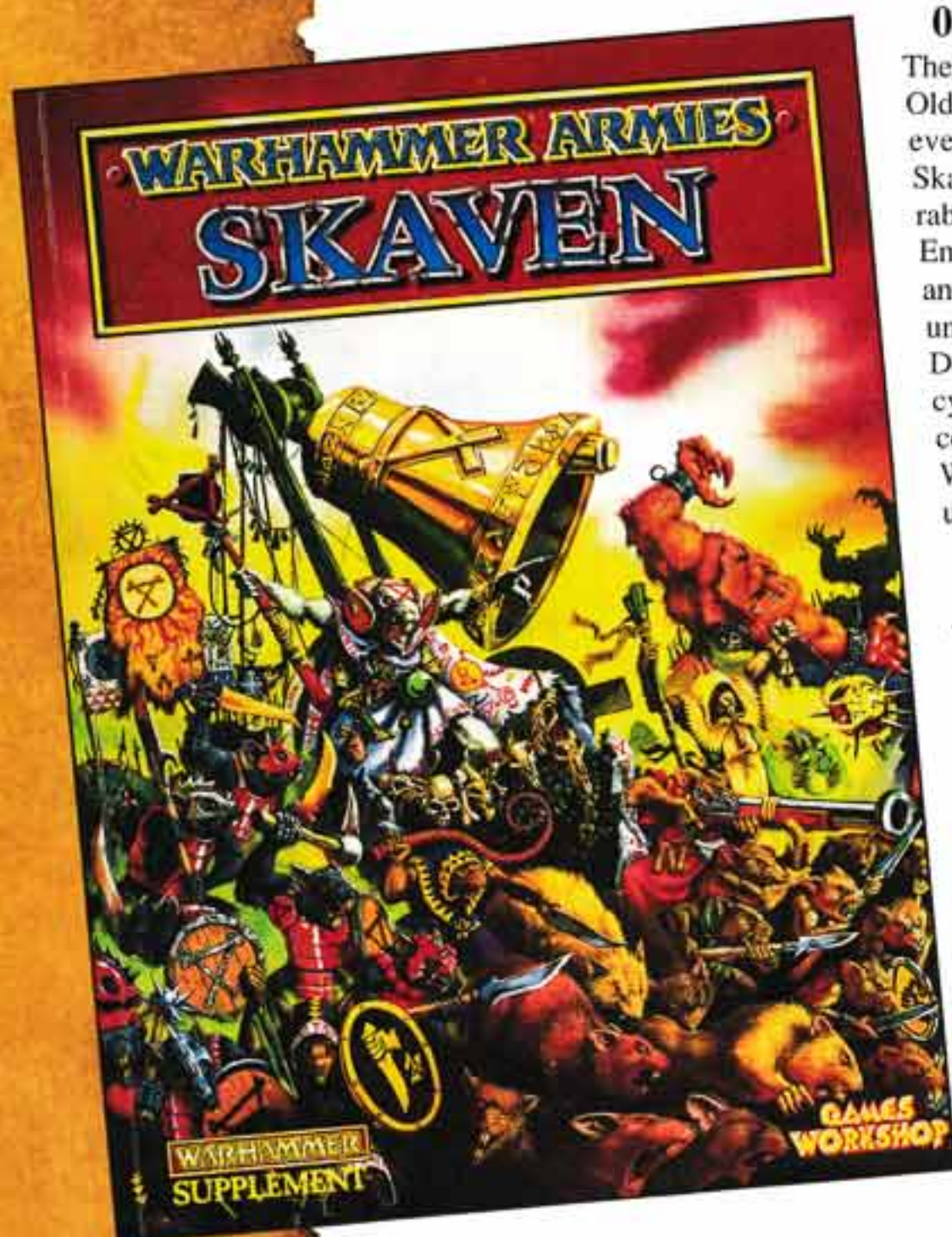
A comprehensive history of the Skaven traces their origins and their rise to power, detailing their main strongholds of Crookback Mountain, the City of Pillars, Hell Pit, and the most foul and secret realm of Skavenblight itself.

SPECIAL RULES

Complete game details are included for specialist troops and the infernal devices of the Warlock Engineers, including the infamous Screaming Bells, the awesome Doomwheel, warlock Jezzail teams, revised rules for the terrifying warfire thrower, Poison Wind Globadiers, Gutter Runners, Plague Censer Bearers, Rat Ogres and special Skaven magic items.

ARMY LIST

A complete army list for the Skaven hordes. From Stormvermin and Clanrats to the most infamous Skaven characters.



ORCS & GOBLINS

With a thundering rumble, hordes of greenskins charge forward. Caught up in the Waaagh, Orc and Goblin tribes band together to fight for power, prestige, or to just pass the time. Found in every corner of the Warhammer World, no race is spared the constant invasions of the Orcs and Goblins.

PICK UP DAT AXE YA GIT!

Orcs and Goblins are arguably the most war-like race in the Warhammer World. In fact. If they didn't spend so much time warring with each other they would have crushed most of the Human, Dwarf, and Elven Empires long ago.

An Orc invasion known as Waaagh is an awesome sight to behold. They start when an Orc or Goblin Boss gains respect through beating other Orc and Goblin tribes. Soon everyone is flocking to the winner's banner in hopes of being on the winning side (and what fun is war if you can't be on the winning side, right?). Soon thousands of Orcs and Goblins are united under one banner and hungry for conquest. Many such Waaaghs are recorded in the annals of Human and Dwarf history, when huge armies came sweeping out of the mountains leaving complete destruction and desolation in its wake.



THE LADZ

Orcs, as a whole, are not very intelligent creatures but their determination to get what they want more than makes up for clever ideas or cunning plans. Their large stature makes them physically suited for battle, made up of heavily muscled limbs and thick skins, they can shrug off wounds that would kill an ordinary human. Goblins are smaller, weaker, and not quite as well suited for battle as their larger cousins. They will run from a fight unless they outnumber their enemy, or on the chance that the enemy is weaker, injured, or asleep. What they lack physically however is made up in cunning and shrewdness and their bizarre but effective selection of troops.

Black Orcs are the biggest and toughest of all the Orcs, and will not rout when they see smaller Orcs fleeing from battle.

THE WAAAGH!

One of the greatest things about the Orc and Goblin Army is the variety of troops that can be fielded. Orcs come in a variety of sizes, ranging from regular **Orc Boys** to the rather large and



Giant heads with teeth. Squigs are driven from their dens in dark caves and goaded into battle.

intimidating **Black Orcs**.

Savage Orcs are Orcs who shun the use of armor and steel weapons, relying on pure ferocity and a little bit of magical war paint to

carry them through the battle. And of

course there are the **Orc**

Boar Boyz, an adventurous lot that ride huge, bloodthirsty war

boars! Not content to be outdone, the Goblins have a myriad of troops themselves. Ranging from the crazy Goblin Fanatics, who are whirling balls of death, to Forest Goblins who scuttle about the field on top of Giant Spiders.

An Orc and Goblin force laid out on the battlefield is an impressive sight. With an almost endless variety of troops, they can meet and beat any force that is stupid enough or slow enough to get in their way.



Squig Hoppers can cause massive damage if they manage to land in the middle of an enemy unit.

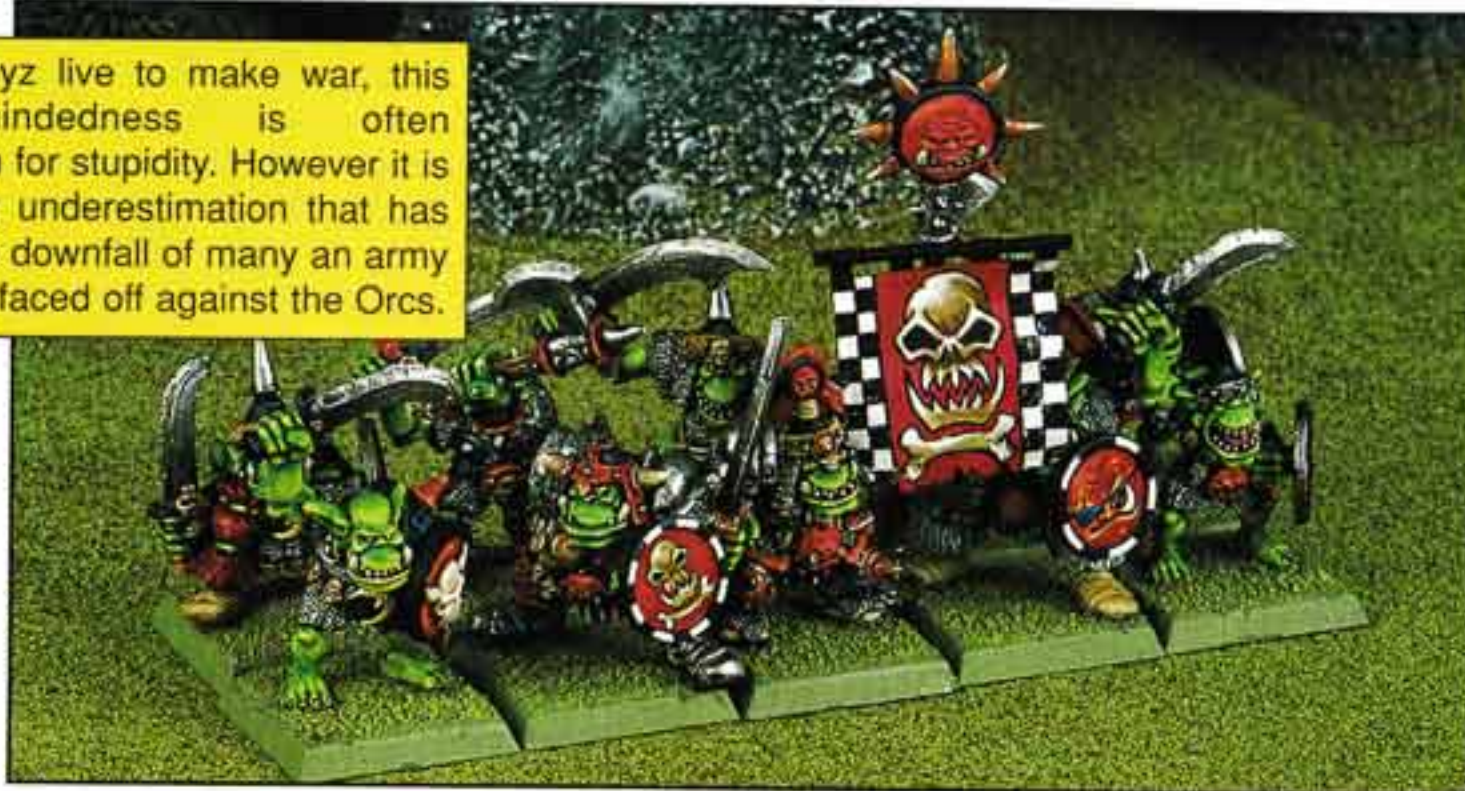
ORCS & GOBLINS

8541A ORC BOYZ



MINIATURES ARE SUPPLIED WITH A PLASTIC SHIELD SPRUE. PACKAGED 2 MINIATURES PER BLISTER.

Orcs Boyz live to make war, this single-mindedness is often mistaken for stupidity. However it is this very underestimation that has been the downfall of many an army that has faced off against the Orcs.



ORCS & GOBLINS

8541B ORC BOYZ WITH HALBERDS



MINIATURES ARE SUPPLIED WITH A PLASTIC SHIELD SPRUE. PACKAGED 2 MINIATURES PER BLISTER.

8541C ORC ARROW BOYZ



MINIATURES ARE SUPPLIED WITH A PLASTIC SHIELD SPRUE.
PACKAGED 2 MINIATURES PER BLISTER.



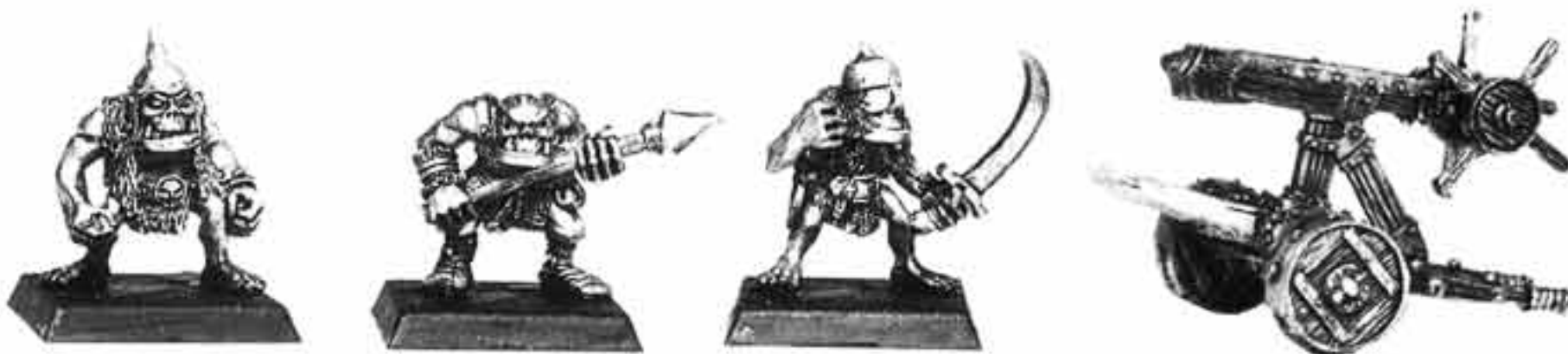
8541D ORC CROSSBOW BOYZ



MINIATURES ARE SUPPLIED WITH A PLASTIC CROSSBOW SPRUE. PACKAGED 2 MINIATURES PER BLISTER.

ORCS & GOBLINS

8541E ORC BOLT THROWER



PACKAGED 3 CREW AND 1 BOLT THROWER PER BLISTER.

8541F ORC COMMAND



MINIATURES ARE SUPPLIED WITH A PLASTIC SHIELD SPRUE. PACKAGED 3 MINIATURES PER BLISTER.

8541H ORC SHAMAN WITH FAMILIAR



PACKAGED 1 MINIATURE AND 1 FAMILIAR PER BLISTER.

8541J ORC WARLORD



PACKAGED 1 MINIATURE PER BLISTER.

ORCS & GOBLINS

8542A SAVAGE ORC BOYZ



Savage Orcs shun the use of steel and armor, relying on their feral savagery to deliver them safely through a battle.

MINIATURES ARE SUPPLIED WITH A PLASTIC SHIELD SPRUE. PACKAGED 2 MINIATURES PER BLISTER.

ORCS & GOBLINS

8542B SAVAGE ORC ARRER BOYZ



PACKAGED 2 MINIATURES PER BLISTER.

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CITADELLE
MINIATURE

ORCS & GOBLINS

8542C SAVAGE ORC COMMAND



PACKAGED 3 MINIATURES PER BLISTER.

ORCS & GOBLINS

8542C SAVAGE ORC COMMAND



PACKAGED 3 MINIATURES PER BLISTER.

8542E SAVAGE ORC SHAMAN



PACKAGED 1 SHAMAN AND 1 SNOTLING PER BLISTER.

8544A BLACK ORCS WITH ADDITIONAL WEAPONS



PACKAGED 2 MINIATURES PER BLISTER.

ORCS & GOBLINS

8544B BLACK ORCS WITH DOUBLE-HANDED WEAPONS



PACKAGED 2 MINIATURES PER BLISTER.



Black Orcs are the most fierce of all the Orcs. Stronger, tougher, and more disciplined they make unstoppable units.

ORCS & GOBLINS

8544C BLACK ORC COMMAND



PACKAGED 3 MINIATURES PER BLISTER.

8544E ORC BIG 'UNS



MINIATURES ARE SUPPLIED WITH A PLASTIC SHIELD SPRUE. PACKAGED 2 MINIATURES PER BLISTER.

ORCS & GOBLINS

8544F ORC BIG 'UNS WITH SPEARS



MINIATURES ARE SUPPLIED WITH A PLASTIC SHIELD SPRUE. PACKAGED 2 MINIATURES PER BLISTER.

8544G ORC BIG 'UNS COMMAND



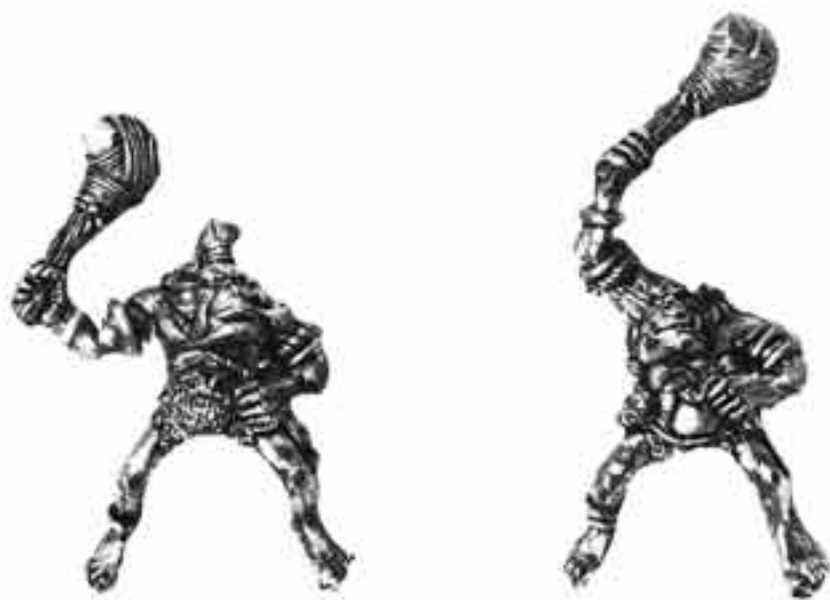
MINIATURES ARE SUPPLIED WITH A PLASTIC SHIELD SPRUE. PACKAGED 3 MINIATURES PER BLISTER.



An Orc horde attacking near the border of the Empire.

ORCS & GOBLINS

8545A SAVAGE ORC BOAR BOYZ



MINIATURES ARE SUPPLIED WITH A PLASTIC SHIELD SPRUE.
PACKAGED 1 MINIATURE AND 1 PLASTIC BOAR PER BLISTER.

8545B SAVAGE ORC BOAR BOYZ HERO



MINIATURES ARE SUPPLIED WITH A PLASTIC SHIELD SPRUE.
PACKAGED 1 MINIATURE AND 1 PLASTIC BOAR PER BLISTER.

8545C SAVAGE ORC BOAR BOYZ STANDARD BEARER



PACKAGED 1 MINIATURE AND 1 PLASTIC BOAR PER BLISTER.

8545D SAVAGE ORC BOAR BOYZ MUSICIAN



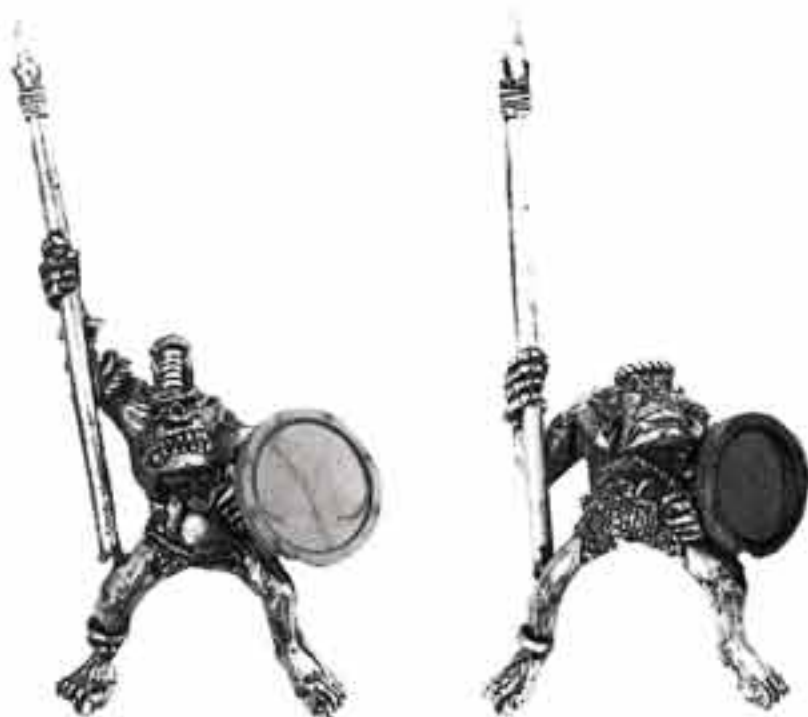
PACKAGED 1 MINIATURE AND 1 PLASTIC BOAR PER BLISTER.

Boar Boyz ride into battle
on the backs of ferocious
boars, who are even
more tenacious than their
Orc riders.



ORCS & GOBLINS

8545E SAVAGE ORC BOAR BOYZ WITH SPEARS



MINIATURES ARE SUPPLIED WITH A PLASTIC SHIELD SPRUE.
PACKAGED 1 MINIATURE AND 1 PLASTIC BOAR PER BLISTER.

8545G ORC BOAR BOYZ WITH SPEARS



MINIATURES ARE SUPPLIED WITH A PLASTIC SHIELD SPRUE.
PACKAGED 1 MINIATURE AND 1 PLASTIC BOAR PER BLISTER.

8545F SAVAGE ORC BOAR BOYZ SHAMAN



PACKAGED 1 MINIATURE AND 1 PLASTIC BOAR PER BLISTER.



8545H ORC BOAR BOYZ HERO



MINIATURES ARE SUPPLIED WITH A
PLASTIC SHIELD SPRUE.
PACKAGED 1 MINIATURE AND 1 PLASTIC
BOAR PER BLISTER.

8545K ORC BOAR BOYZ MUSICIAN



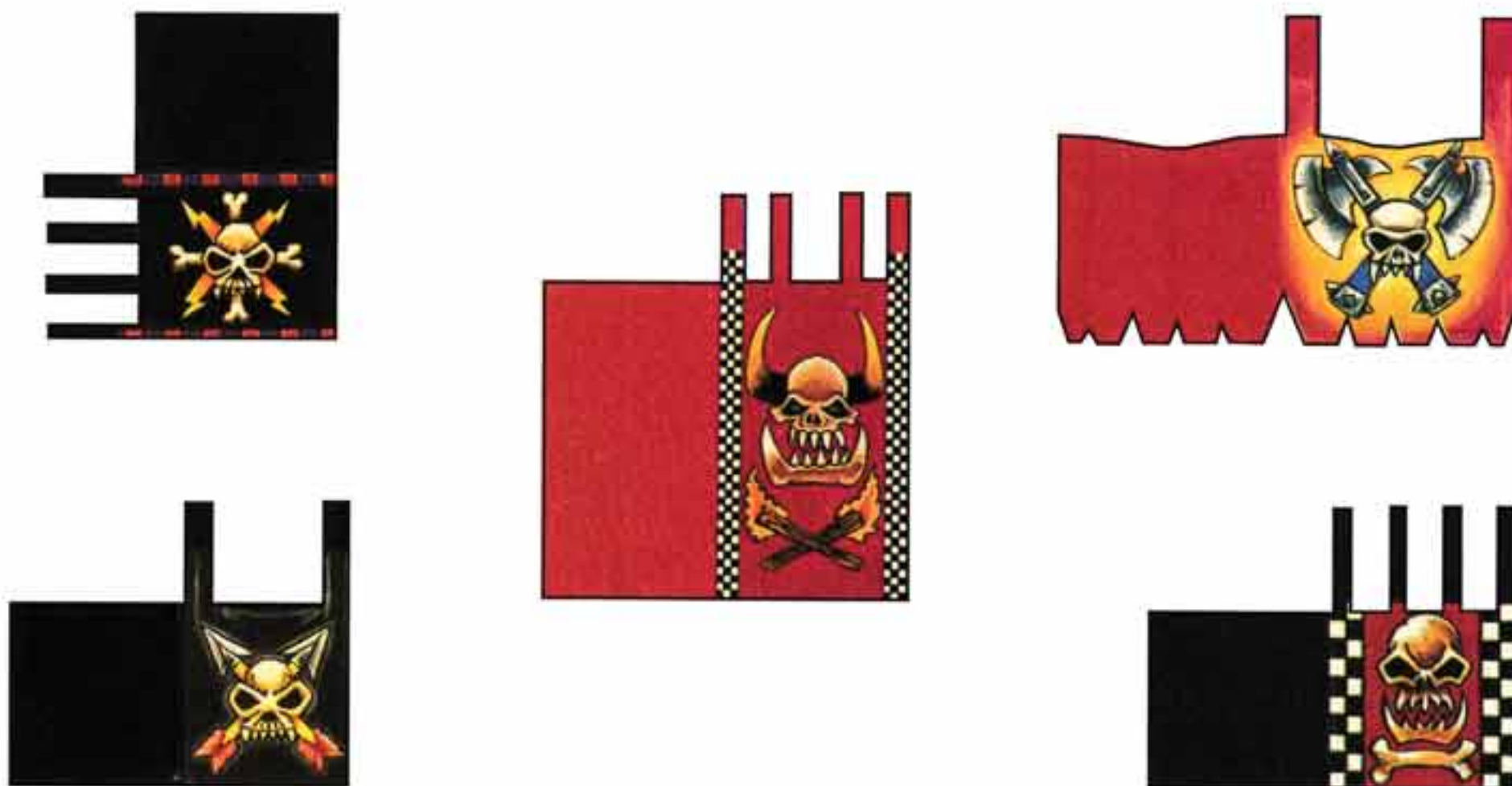
8545J ORC BOAR BOYZ STANDARD BEARER



PACKAGED 1 MINIATURE AND 1 PLASTIC BOAR PER BLISTER.

ORCS & GOBLINS

8583D ORC BANNERS



PACKAGED 5 DIFFERENT BANNERS PER BLISTER.

8598B MORGLUM NECKSNAPPER



MINIATURE SUPPLIED UNPAINTED. BANNERS NOT INCLUDED.
PACKAGED MORGLUM, PEWTER BOAR HEAD,
AND 1 PLASTIC BOAR PER BLISTER.

8598C CHIEFTAIN GORFANG ROTGUT



MINIATURE SUPPLIED UNPAINTED AND CONVERTED BANNER POLE
NOT INCLUDED.
MINIATURE SUPPLIED WITH A PLASTIC SHIELD SPRUE.
PACKAGED 1 MINIATURE PER BLISTER.

ORCS & GOBLINS

8547A GOBLINS



MINIATURES ARE SUPPLIED WITH A PLASTIC SHIELD SPRUE. PACKAGED 3 MINIATURES PER BLISTER.



On their own, Goblins are rather weedy. This is why they band together in huge mobs and try to overwhelm the foe.

8547C GOBLINS WITH SPEARS



MINIATURES ARE SUPPLIED WITH A PLASTIC SHIELD SPRUE. PACKAGED 3 MINIATURES PER BLISTER.

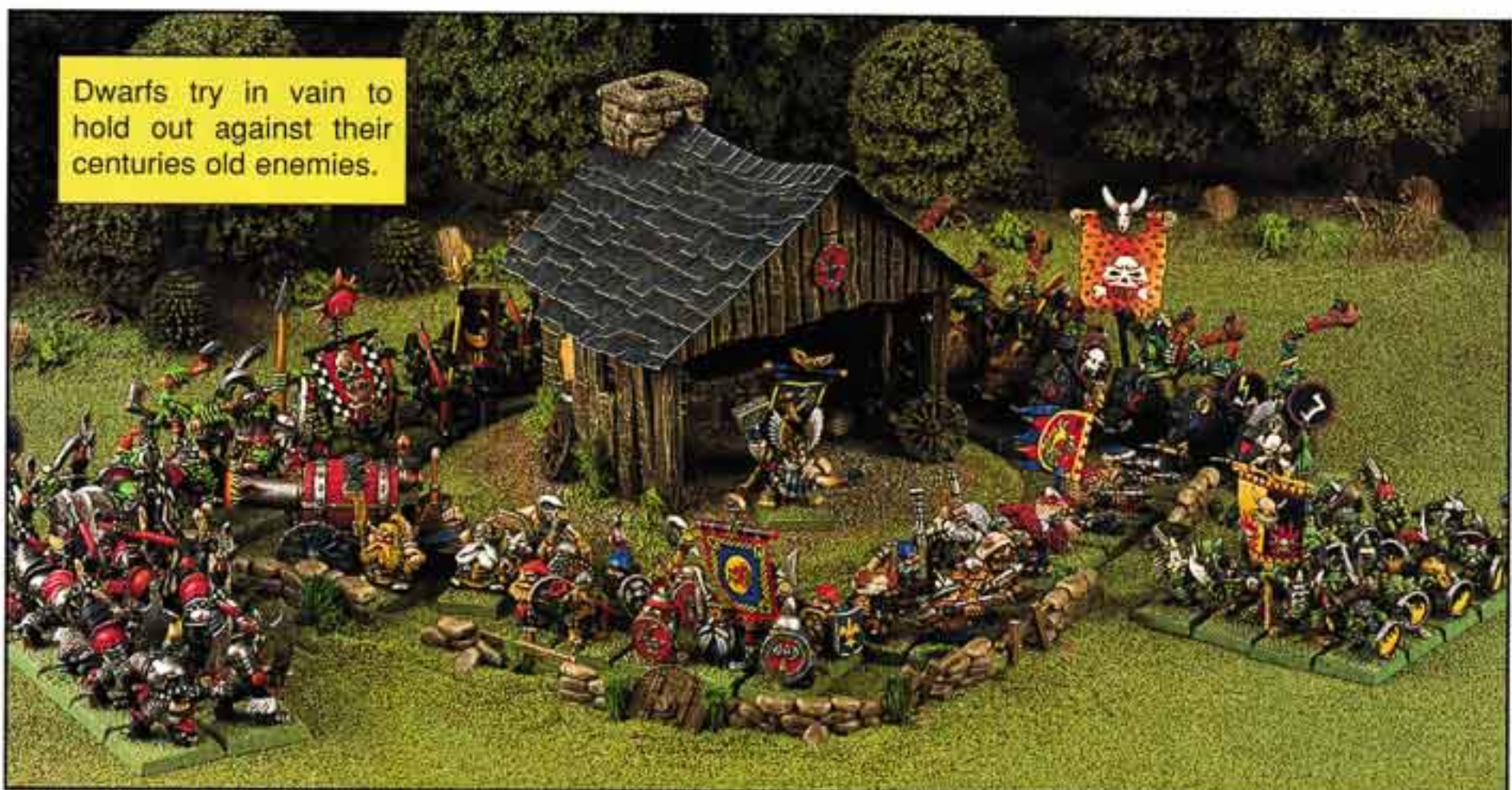
ORCS & GOBLINS

8547D GOBLIN COMMAND



PACKAGED 3 MINIATURES PER BLISTER.

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Dwarfs try in vain to hold out against their centuries old enemies.



CITADEL
MINIATURES

ORCS & GOBLINS

8547E FOREST GOBLINS



MINIATURES ARE SUPPLIED WITH A PLASTIC SHIELD SPRUE. PACKAGED 3 MINIATURES PER BLISTER.

Forest Goblins live in the deep, dark forests that surround the Empire, emerging to conduct raids on the Empire farms and settlements.



ORCS & GOBLINS

8547F FOREST GOBLIN ARCHERS



PACKAGED 3 MINIATURES PER BLISTER.

8547H FOREST GOBLIN COMMAND



MINIATURES ARE SUPPLIED WITH A PLASTIC SHIELD SPRUE. PACKAGED 3 MINIATURES PER BLISTER.

ORCS & GOBLINS

8547G FOREST GOBLINS WITH SPEARS



MINIATURES ARE SUPPLIED WITH A PLASTIC SHIELD SPRUE. PACKAGED 3 MINIATURES PER BLISTER.

8547I FOREST GOBLIN SHAMAN



MINIATURES ARE SUPPLIED WITH A PLASTIC SHIELD SPRUE. PACKAGED 3 MINIATURES PER BLISTER.

8547J SNOTLINGS



PACKAGED 9 RANDOM SNOTLINGS PER BLISTER.

ORCS & GOBLINS

8548A GOBLIN FANATICS



PACKAGED 2 MINIATURES PER BLISTER.

8548B DOOM DIVERS



PACKAGED 1 MINIATURE AND 1 CATAPULT PER BLISTER.

8548C SNOTLING PUMP WAGON



MINIATURE SUPPLIED UNPAINTED.
PACKAGED 1 SNOTLING PUMP WAGON AND CREW PER BLISTER.

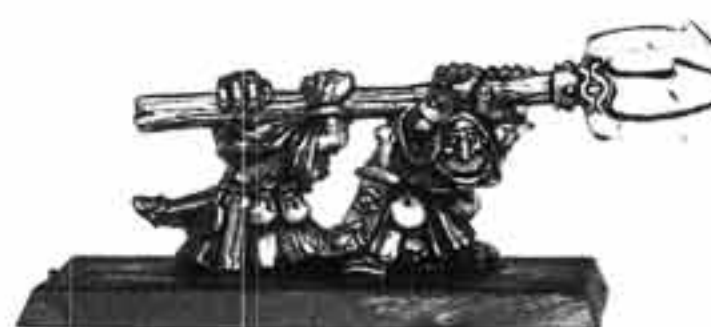
ORCS & GOBLINS

8549A NET TEAMS



PACKAGED 2 MINIATURES PER BLISTER.

8549B SQUIG HUNTERS WITH SQUIG



PACKAGED 1 SQUIG HUNTER CREW AND 1 SQUIG PER BLISTER.

ORCS & GOBLINS

8549C SQUIGS



PACKAGED 3 MINIATURES PER BLISTER.

8549D SQUIG HOPPER



PACKAGED 1 MINIATURE PER BLISTER.



A Snotling Pump Wagon charges forth in an attempt to silence the powerful Empire artillery.

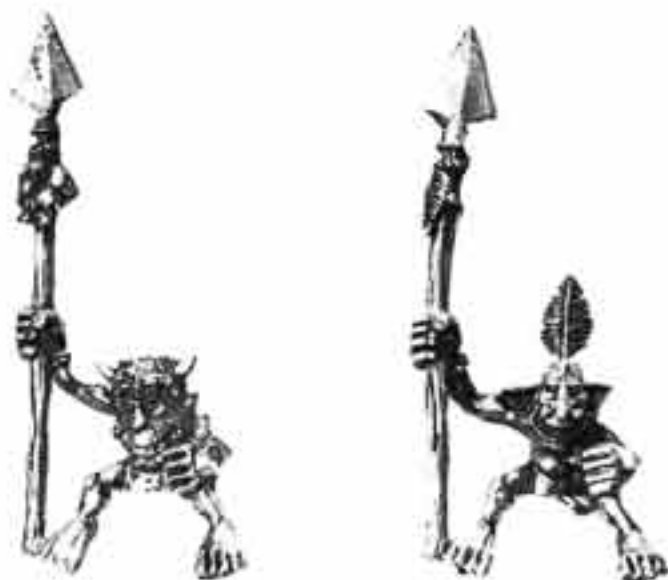
ORCS & GOBLINS

8550A GOBLIN SPIDER RIDERS



MINIATURES ARE SUPPLIED WITH A PLASTIC SHIELD SPRUE.
PACKAGED 1 MINIATURE AND 1 SPIDER PER BLISTER.

8550B GOBLIN SPIDER RIDERS WITH SPEARS



MINIATURES ARE SUPPLIED WITH A PLASTIC SHIELD SPRUE.
PACKAGED 1 MINIATURE AND 1 SPIDER PER BLISTER.

8550C GOBLIN SPIDER RIDER STANDARD BEARER



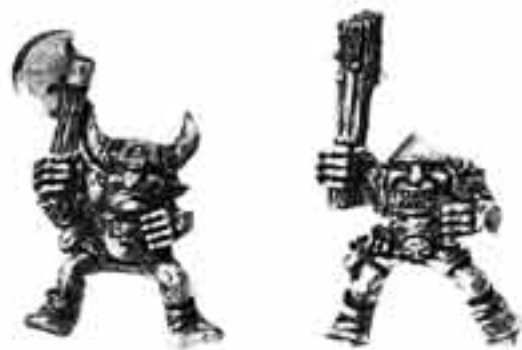
PACKAGED 1 MINIATURE AND
1 SPIDER PER BLISTER.



Forest Goblin Spider Riders are sneaky opponents. Not only can they climb over any terrain, but their gruesome spiders have poisonous bites

ORCS & GOBLINS

8550D WOLF RIDERS



8550E WOLF RIDERS WITH SPEARS



8550G WOLF RIDER STANDARD BEARER



MINIATURES ARE SUPPLIED WITH A PLASTIC SHIELD SPRUE. PACKAGED 1 GOBLIN AND 1 PLASTIC WOLF PER BLISTER.

8550F WOLF RIDERS WITH BOWS



PACKAGED 1 GOBLIN AND 1 PLASTIC WOLF PER BLISTER.

8550H WOLF RIDER MUSICIAN



PACKAGED 1 GOBLIN AND 1 PLASTIC WOLF PER BLISTER.

8550I WOLF RIDER HERO



PACKAGED 1 GOBLIN AND 1 PLASTIC WOLF PER BLISTER.



Wolf Riders are fast attack troops that can rush down the sides of the battle field to flank opponents.

ORCS & GOBLINS

8552A NIGHT GOBLINS



MINIATURES ARE SUPPLIED WITH A PLASTIC SHIELD SPRUE. PACKAGED 3 MINIATURES PER BLISTER.

8552B NIGHT GOBLINS WITH SPEARS



MINIATURES ARE SUPPLIED WITH A PLASTIC SHIELD SPRUE. PACKAGED 3 MINIATURES PER BLISTER.

ORCS & GOBLINS

8552C NIGHT GOBLINS WITH BOWS



PACKAGED 3 MINIATURES PER BLISTER.

8552D NIGHT GOBLIN COMMAND



MINIATURES ARE SUPPLIED WITH A PLASTIC SHIELD SPRUE. PACKAGED 3 MINIATURES PER BLISTER.

ORCS & GOBLINS

8552E NIGHT GOBLIN SHAMAN



PACKAGED 3 MINIATURES PER BLISTER.

8573A RIVER TROLLS



PACKAGED 1 MINIATURE PER BLISTER.

ORCS & GOBLINS

8573B STONE TROLLS



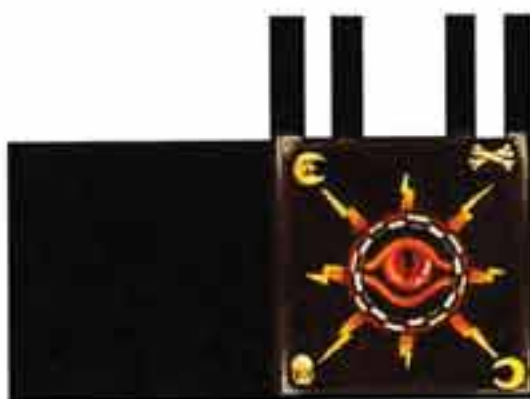
Not only do Stone Trolls regenerate wounds, but they have an innate magic resistance that makes them all but immune to spells.



PACKAGED 1 MINIATURE PER BLISTER.

ORCS & GOBLINS

8583C GOBLIN BANNERS



PACKAGED 5 DIFFERENT BANNERS PER BLISTER.

8598A SKARSNIK AND GOBBLA



MINIATURES PROVIDED UNPAINTED.
PACKAGED 2 MINIATURES PER BLISTER.

ORCS & GOBLINS



0747

PLASTIC ORCS

Orcs are harsh and brutal warriors who love nothing more than a good scrap. If Orcs can't find any enemy to fight, they will quickly resort to battling it out amongst themselves.

0528

AZHAG THE SLAUGHTERER

One of the most infamous of all Orc Warlords, Azhag the Slaughterer led a legendary Orc Waaagh! rampaging through the very heart of the Empire.

Azhag rode to war atop a large and particularly ferocious Wavern, but what really made Azhag dangerous was the Crown of Sorcery.

Another of Azhag's special abilities, and one that made his career as a Warlord so successful, is his ability to prevent the usual effects of Orc and Goblin animosity within 12" of his person. Other greenskins just wouldn't dare to disobey any of Azhag's orders!



ORCS & GOBLINS



0748 PLASTIC BLACK ORCS

The biggest and strongest of all Orcs, Black Orcs rely on brute strength and their two hand weapons to grind all opposition into the ground.



0755

PLASTIC GOBLINS

When grouped in large formations Goblins become incredibly effective troops, either swarming over the enemy in a wave of superior numbers, or darkening the skies with clouds of arrows.



0823

ROCK LOBBER

An awesome Orc war machine, the Rock Lobber hurls vast boulders across the battlefield to crush and flatten enemy units. The resounding "splat" of an accurate shot truly delights the Orcish mind.

ORCS & GOBLINS



0844 CHIEFTAIN GROM'S WAR CHARIOT

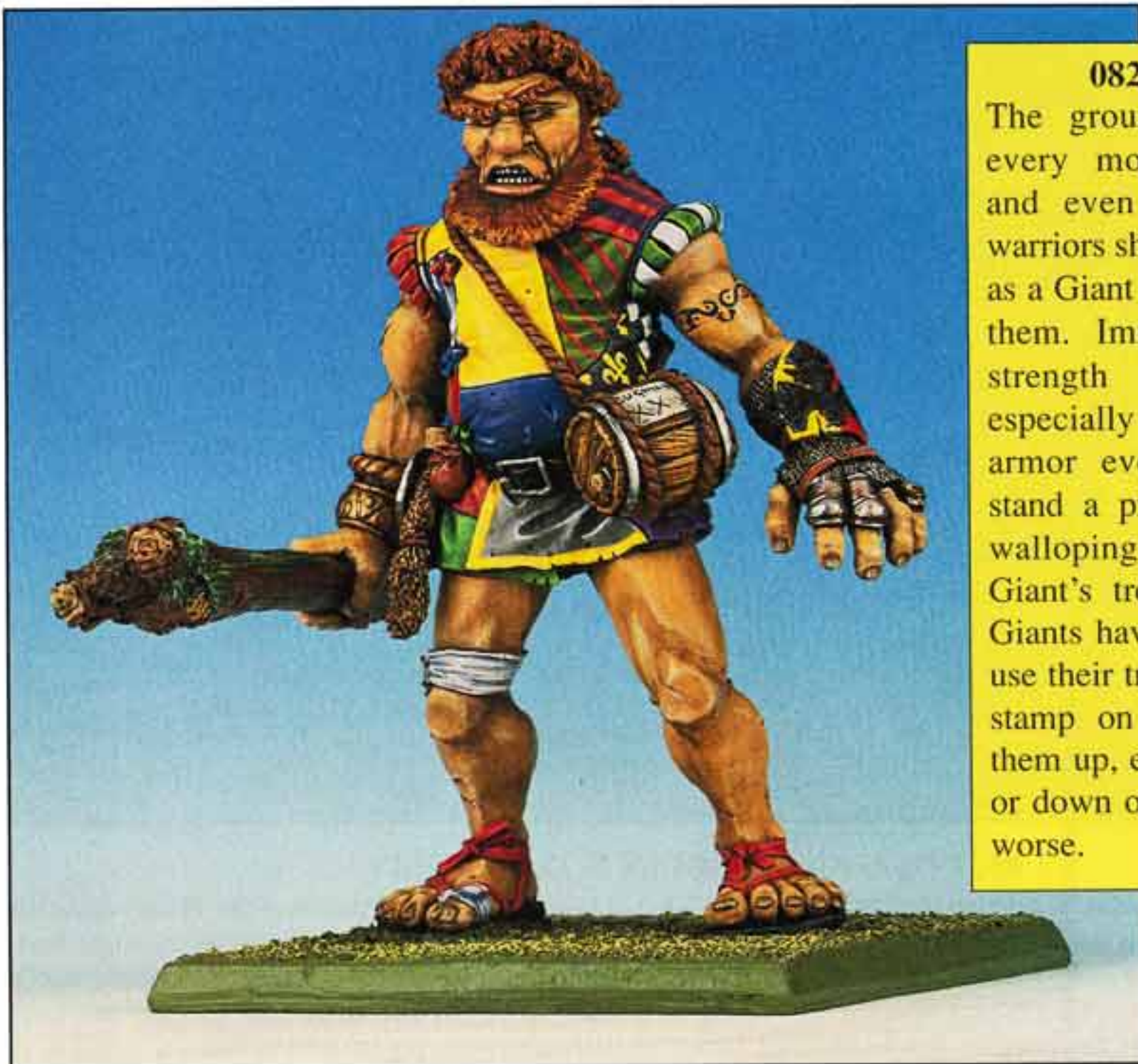
Spurring the ferocious wolves that pull his massive chariot to an even greater speed, Goblin Warlord Grom the Paunch crashes into the foe and splinters enemy units asunder.



0544 GOBLIN CHARIOT

With a snapping of jaws and a rumble of wheels come the Goblin Chariot! Pulled by ferocious wolves, the Goblin chariot wreaks havoc as it cuts through the enemy units with its scythed wheels crushing all those unfortunate enough to get caught in front of its path.

ORCS & GOBLINS



0829 GIANT

The ground shakes with every monumental stride and even the bravest of warriors shake in their boots as a Giant bears down upon them. Immense size and strength make Giants especially formidable. No armor ever forged could stand a prayer against the walloping blows of a Giant's tree-trunk weapon. Giants have been known to use their tremendous size to stamp on opponents, pick them up, eat them, jump up or down on them, and even worse.



0545 ORC BOAR BOYZ

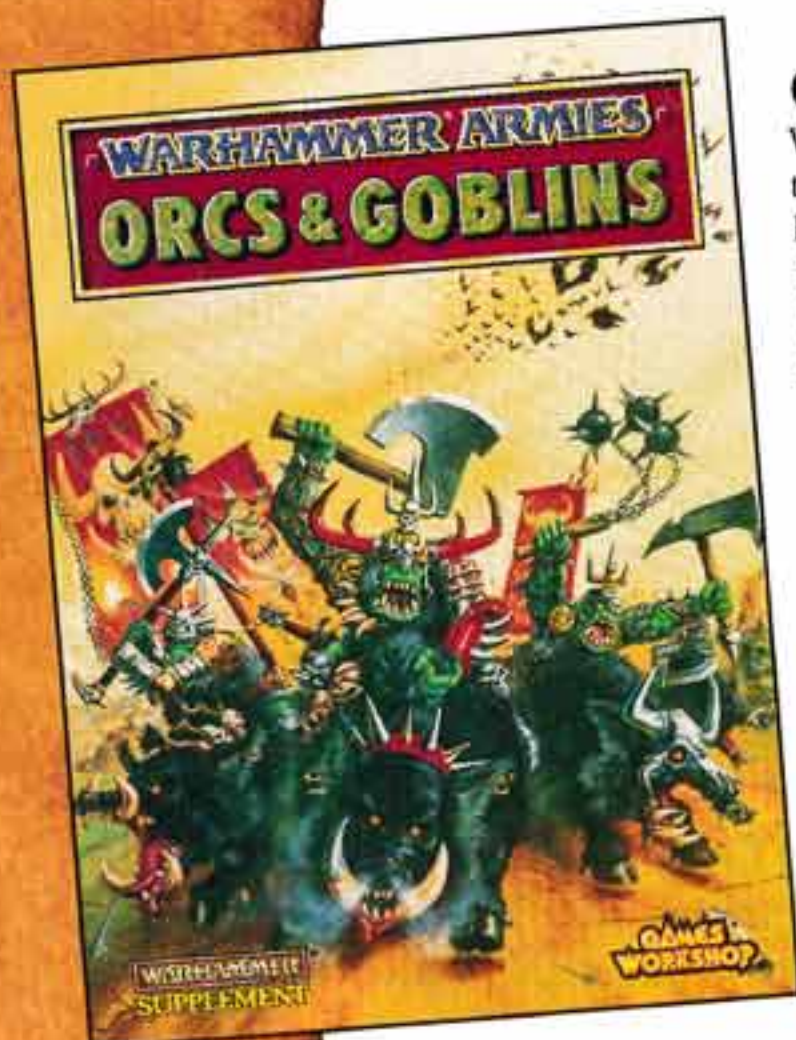
The most fierce of the Orc and Goblin calvary can be found in the Orc Boar Riders. Only the biggest Orcs can ride these powerful and rather foul tempered boars, which makes for a fast striking, elite unit that can crush all that dare stand in their way!

ORCS & GOBLINS



0522 ORC AND GOBLIN BOXED ARMY

Rampaging across the Old World are the Orc and Goblin hordes! Led by Grom the Paunch of the Misty Mountains, the mighty Waaagh has started. Helping him to marshall his troops is the fearsome Goblin Warlord of the Eight Peaks, Skarsnik, and his giant Squig Gobbla. The flapping of leathery wings heralds the arrival of Varg 'eadsmasha, the Orc Master Shaman and his bloodthirsty Wyvern and the battle is ready to begin! Orc Boyz rush forward into battle, supported by withering fire from the Orc Arrer Boyz. Mob after mob of Goblins pour forth like a sea of red eyes and sharp little teeth. Fanatics burst forward as they close with the enemy, their huge ball and chains decimating even the heaviest of armored foes. Goblin Wolf Riders bound up the edge of the battlefield, harrying the enemy flanks. With a loud twang a Goblin Doom Diver is launched into the air, ready to crash down into some unsuspecting unit. It's a never ending threat to the Old World, all in one box and ready for you to take command!



0131 WARHAMMER ARMIES ORCS AND GOBLINS

Waaagh! The greenskins are coming. Orcs and Goblins pour from the mountains to wreak havoc amongst the realms of men. Warlords lead wild and teeming hordes to battle. Orc and Goblin tribes swell the ranks. Trolls and ferocious monsters bellow in fury. Chariots and weird machines rumble forward to crush the enemy. This invaluable companion to the Warhammer game describes the armies of Orcs and Goblins in complete detail.

WAAAGH!

A broad history of the Orc and Goblin races describes the careers of some of the most famous Orc and Goblin Warlords - their rise to power and the glorious path of their conquests and devastations.

SPECIAL RULES

Complete game details are included for all Orc and Goblin weapons, devices, and unusual warriors including Doom Divers, Squig Hunters, Big 'Uns, Snotling Pump Wagons, Night Goblin Netters, and many more. Special magic rules cover Night Goblin, Forest Goblin and Savage Orc Shamans.

SPECIAL RULES

A complete army list for Orc and Goblin armies. A full list of heroes, shamans, and monsters. And a special section describing the greatest Warlords of past and present.

CHIAOS

In the north lies a land where time and space is warped. It is a place of horrid mutations and death, where winds blow across a desolate and sandy landscape. Here roving bands of warriors fight for the favor of their evil gods, and gibbering Daemons roam free.

THE GREAT COLLAPSE

The Northern Chaos Wastes were not always in their present state. Once it was the sight of a great portal constructed by the Old Ones, an enigmatic race that one day appeared on the Warhammer World. What exactly caused the portal to collapse shall remain a mystery, but the consequences are clearly evident. The resulting collapse flooded the area with magical energy that spread out and saturated the land. With it came great mutations to both the landscape and those unfortunate enough to be caught in the ensuing flood of energies. The rift allowed horrors beyond the world to enter, now known as the Chaos Gods; Tzeentch, Slaanesh, Nurgle, and Khorne.



Bloodletters are fierce Daemons of Khorne who wield terrible swords known as Hellblades.

THE CHAOS GODS

There are four Chaos Gods who rule the infernal region known as the Realms of Chaos. Khorne is the Blood God, the god of battle who revels in war and spurns the use of magic. Nurgle is the Great Lord of Decay who presides over physical corruption and morbidity. Slaanesh is the god of decadence and pleasure and of the terrible temptations that only a god can offer. Tzeentch is the Great Sorcerer, the god of magic and master of the mutable time-stream. Together these gods weave webs and plots to undue the reality of the world and spread chaos to every corner of every realm.

A HUNGER FOR POWER

The Chaos hordes are made up of terrible monsters, Daemons, savage Beastmen, and humans whose lust for power have driven them to evil and unholy ends. In the mountains roam terrifying beasts, like **Griffons**, **Hippogriffs** and **Manticores**, created by the mutating properties of magic. In the forests, bands of ferocious **Beastmen** wait to raid unsuspecting villages for food and sport. **Daemons**, terrible creations of magic, spread their terror and wreak havoc all in the name of their arcane masters. The most depraved followers of Chaos, however, are the humans. Drawn by the whispered promises of power, they sell their souls for greater magical abilities, or for more skill and prowess in battle. Appearing on the battlefield as great **Chaos Sorcerers**, menacing **Chaos Warriors**, or even the appalling **Chaos Knights**, they spill blood in the names of their patron god and gather their enemies' skulls for glory.

Chaos Sorcerers pledge their souls in hopes of getting more arcane knowledge and achieving immortality.

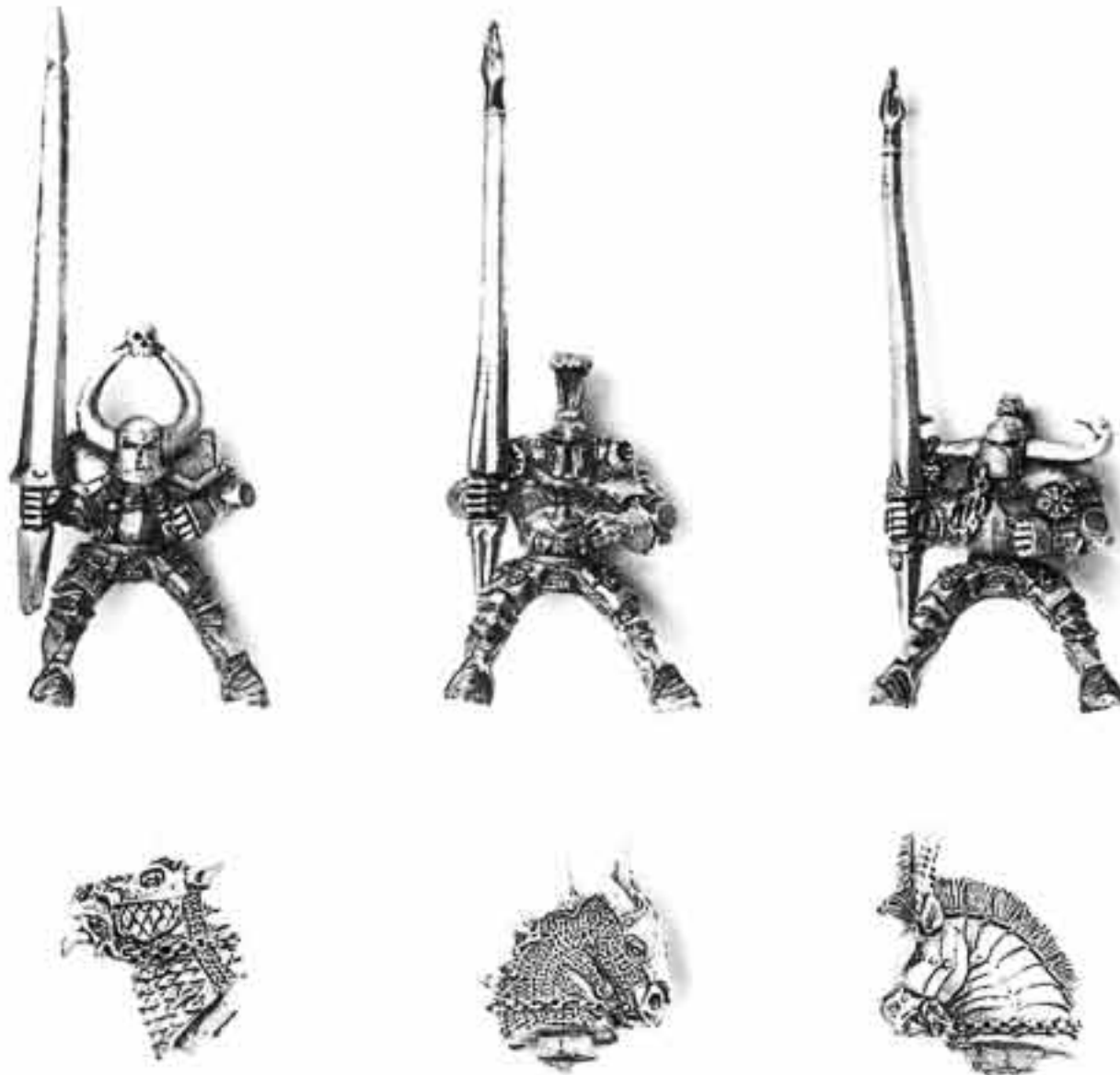


Chaos Warriors battle for the attention of their god, hoping to be raised to the status of Chaos Champions.



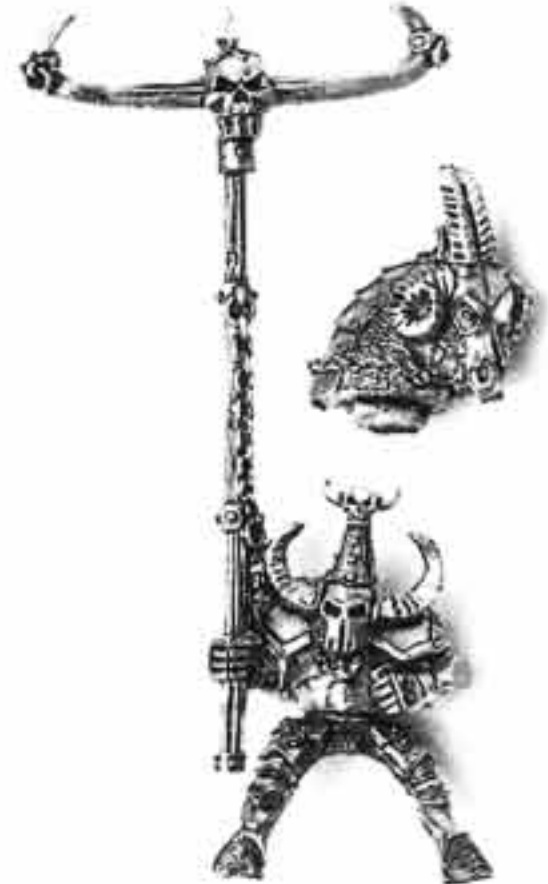
CHAOS

8520A CHAOS KNIGHTS



MINIATURES ARE SUPPLIED WITH A PLASTIC SHIELD SPRUE.
PACKAGED 1 MINIATURE, 1 HORSE HEAD, AND 1 PLASTIC HORSE PER BLISTER.

8520B CHAOS KNIGHTS STANDARD BEARER



MINIATURES ARE SUPPLIED WITH A
PLASTIC SHIELD SPRUE.
PACKAGED 1 MINIATURE, 1 HORSE
HEAD, AND 1 PLASTIC HORSE PER
BLISTER.

8520C CHAOS KNIGHTS CHAMPION



MINIATURES ARE SUPPLIED WITH A
PLASTIC SHIELD SPRUE.
PACKAGED 1 MINIATURE, 1 HORSE
HEAD, AND 1 PLASTIC HORSE PER
BLISTER.



Chaos Knights are the most feared cavalry in all the Warhammer World. They pledge their souls and in turn receive immense battle prowess and savagery.

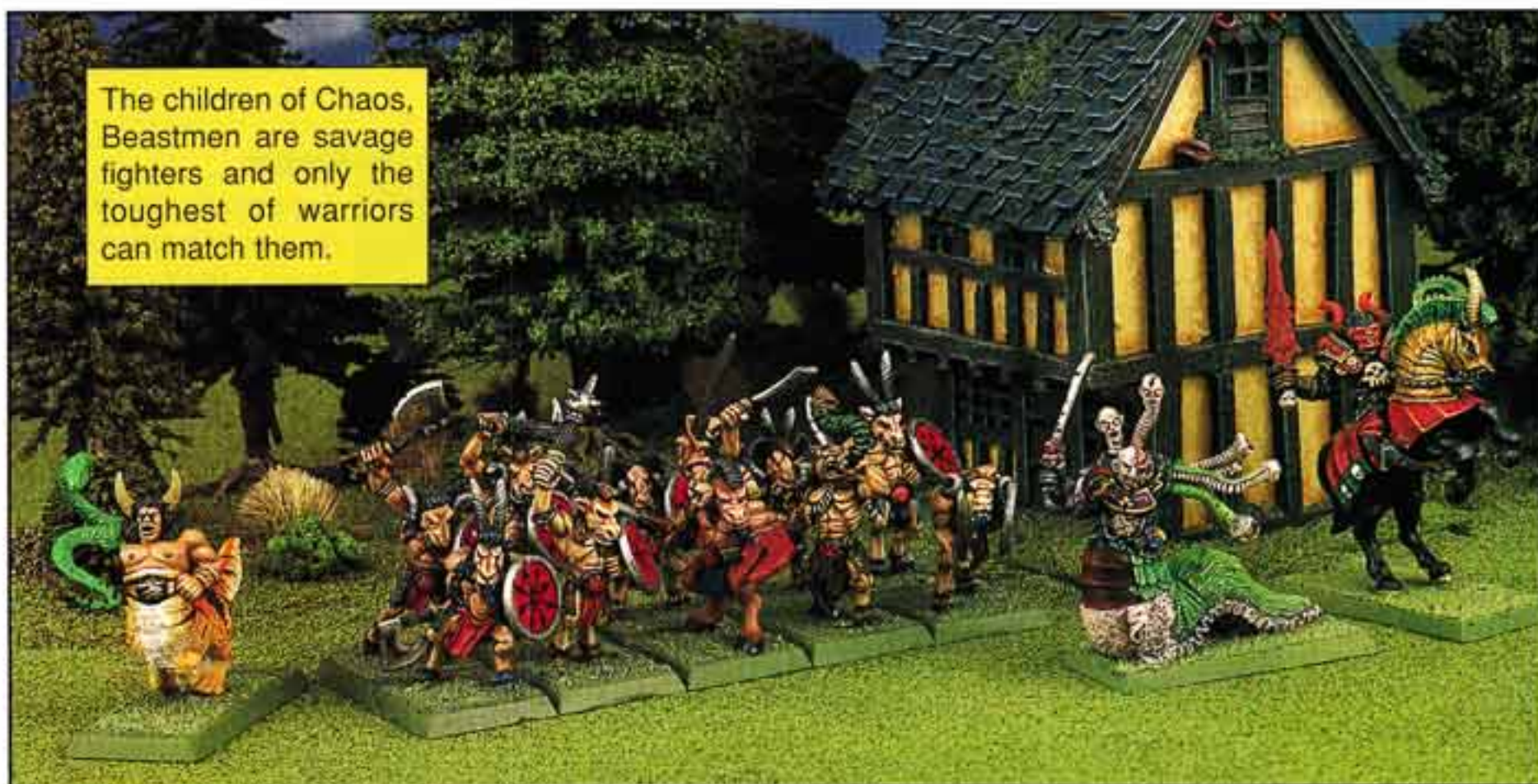
CHAOS

8521A BEASTMEN



MINIATURES ARE SUPPLIED WITH A PLASTIC SHIELD SPRUE. PACKAGED 2 MINIATURES PER BLISTER.

The children of Chaos, Beastmen are savage fighters and only the toughest of warriors can match them.



CHAOS

8521B BEASTMEN COMMAND



PACKAGED 3 MINIATURES PER BLISTER.



Beastmen heroes and champions are especially tough, their heightened fighting abilities allows them to cut through other units with ease.

CHAOS

8521D BEASTMEN SHAMAN



PACKAGED 1 MINIATURE AND 1 RANDOMLY SELECTED FAMILIAR PER BLISTER.

FAMILIARS



THE RANDOMLY SELECTED FAMILIARS FOR ANY OF THE SHAMAN OR SORCERER CODES WILL BE TAKEN FROM THE ABOVE ASSORTMENT.

CHAOS

8523A CHAOS WARRIORS



MINIATURES ARE SUPPLIED WITH A PLASTIC SHIELD SPRUE. PACKAGED 2 MINIATURES PER BLISTER.

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CITADEL
MINIATURES

CHAOS

8523A CHAOS WARRIORS



MINIATURES ARE SUPPLIED WITH A PLASTIC SHIELD SPRUE. PACKAGED 2 MINIATURES PER BLISTER.

8523B CHAOS WARRIORS WITH TWO HANDED WEAPONS



PACKAGED 2 MINIATURES PER BLISTER.

CHAOS

8523C CHAOS WARRIORS WITH HALBERDS



MINIATURES ARE SUPPLIED WITH A PLASTIC SHIELD SPRUE. PACKAGED 2 MINIATURES PER BLISTER.

8523D CHAOS WARRIOR COMMAND



PACKAGED 3 MINIATURES PER BLISTER.

CHAOS

8524A CHAOS SORCERERS



PACKAGED 1 SORCERER AND 1 RANDOM FAMILIAR PER BLISTER.

8525A MINOTAURS



PACKAGED 1 MINIATURE PER BLISTER.

CHAOS

8525A MINOTAURS



PACKAGED 1 MINIATURE PER BLISTER.

8525C MINOTAURS WITH ADDITIONAL HAND WEAPONS



PACKAGED 1 MINIATURE PER BLISTER.

CHAOS

8525B MINOTAUR LORDS



PACKAGED 1 MINIATURE PER BLISTER.

CHAOS

8527A CHAMPIONS OF KHORNE



MINIATURES ARE SUPPLIED WITH A PLASTIC SHIELD SPRUE. PACKAGED 2 MINIATURES PER BLISTER.

8527B CHAMPIONS OF NURGLE



MINIATURES ARE SUPPLIED WITH A PLASTIC SHIELD SPRUE. PACKAGED 2 MINIATURES PER BLISTER.

CHAOS

8527C CHAMPIONS OF SLAANESH



MINIATURES ARE SUPPLIED WITH A PLASTIC SHIELD SPRUE. PACKAGED 2 MINIATURES PER BLISTER.

CHAOS

8527D CHAMPIONS OF TZEENTCH



PACKAGED 2 MINIATURES PER BLISTER.

8527E TZEENTCH DISC RIDERS



PACKAGED 1 RIDER AND 1 DISC PER BLISTER.

CHAOS

8529A BLOODLETTERS DAEMONS OF KHORNE



PACKAGED 2 MINIATURES PER BLISTER.

Wielding their awesome Hellblades, Bloodletters cut swathes of destruction for their Lord Khorne.



CITADEL
MINIATURES

CHAOS

8529B FLESH HOUNDS DAEMONS OF KHORNE



PACKAGED 1 MINIATURE PER BLISTER.

The Fiends of Slaanesh can unleash a soporific musk which renders the enemy unconscious.



Flesh Hounds wear the protective Collars of Khorne which renders them immune to all types of magic weapons and spells.

8533A FIENDS OF SLAANESH



PACKAGED 1 MINIATURE PER BLISTER.

CHAOS

8533B DAEMONETTES OF SLAANESH



PACKAGED 2 MINIATURES PER BLISTER.



Not only are the Daemonettes of Slaanesh fierce hand-to-hand fighters, but their massed ranks can cast magical spells too.

CHAOS

8533C STEEDS OF SLAANESH



PACKAGED 1 STEED AND 1 RIDER PER BLISTER.



Steeds of Slaanesh attack with their long tongues, ensnaring its victims and dragging them forward to be crushed in the rider's claws.

CHAOS

8536A PLAGUEBEARERS DAEMONS OF NURGLE



PACKAGED 2 MINIATURES PER BLISTER.



The Plaguebearers pestilence attracts clouds of flies, making them especially hard to hit in combat.

CHAOS

8536B NURGLINGS



PACKAGED 9 NURGLINGS PER BLISTER.



8536C BEAST OF NURGLE



PACKAGED 1 MINIATURE PER BLISTER.

CHAOS

8537B HARPIES



PACKAGED 2 MINIATURES PER BLISTER.



Harpies are loathsome creatures who prey on the weak upon the fields of battle.

8537D DRAGON OGRES



PACKAGED 1 MINIATURE PER BLISTER.

CHAOS

8537D DRAGON OGRES



PACKAGED 1 MINIATURE PER BLISTER.

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CITADEL
MINIATURES

CHAOS

8540A FLAMERS OF TZEENTCH



PACKAGED 2 MINIATURES PER BLISTER.

8540B PINK HORRORS



PACKAGED 1 MINIATURE PER BLISTER.



Pink Horrors are creatures of raw magic, and rather than being destroyed when they are wounded they split and become two smaller Blue Horrors.

CHAOS

8540C BLUE HORRORS



PACKAGED 2 MINIATURES PER BLISTER.

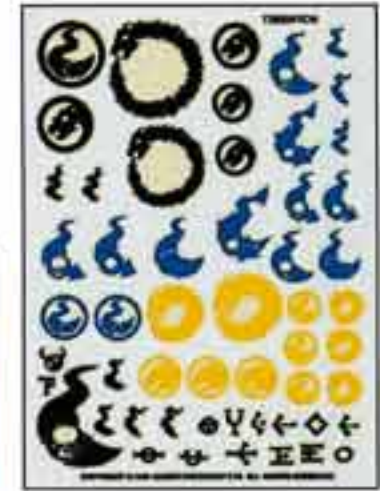
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CITADEL
MINIATURES

CHAOS

8583G CHAOS TRANSFERS



PACKAGED 15 TRANSFER SHEETS PER BLISTER.

8598O SCYLA, SPAWN OF CHAOS



MINIATURE SUPPLIED UNPAINTED.
PACKAGED 1 MINIATURE PER BLISTER.

8598P AEKOLD HELBRASS

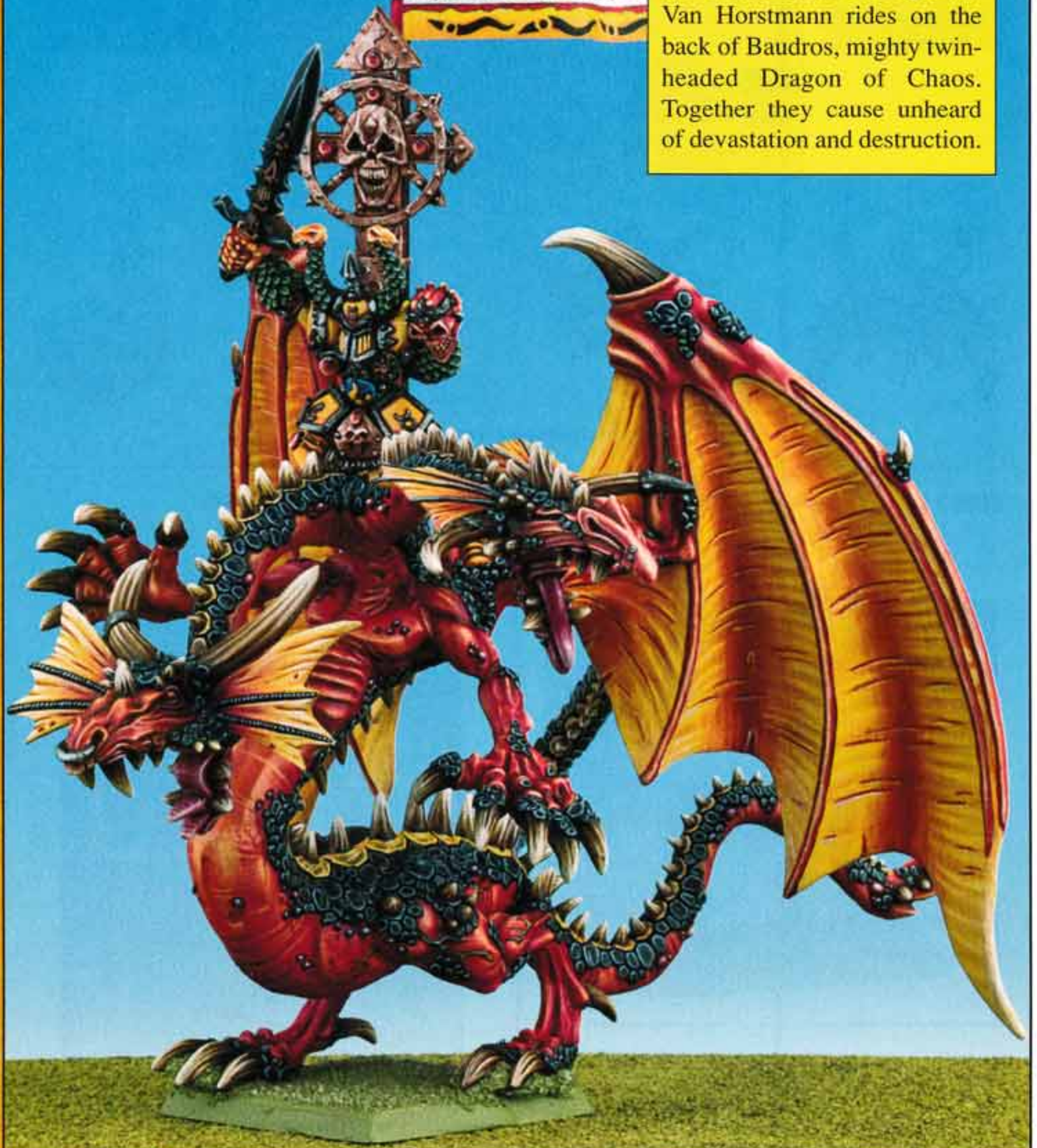


MINIATURE SUPPLIED UNPAINTED. BANNER NOT INCLUDED.
PACKAGED 1 MINIATURE PER BLISTER.

CHAOS

0533 EGRIMM VAN HORSTMANN ON CHAOS DRAGON

Wielding his Chaos Rune Blade and the Skull of Katam, the Dark Sorcerer Egrimm Van Horstmann rides on the back of Baudros, mighty twin-headed Dragon of Chaos. Together they cause unheard of devastation and destruction.



CHAOS



0737 PLASTIC CHAOS WARRIORS

Once men lived beneath the armored shell of the Chaos Warrior, but having sold their souls for battle prowess and powers unknown, there is little humanity, if any, left at all.

0529 ARBAAL THE UNDEFEATED CHAMPION OF KHORNE

As the Blood god's own champion Arbaal has received plenty of Chaos gifts, the least of which is certainly not the massive Hound of Khorne on which he rides. Aided by his awesome Destroyer power Arbaal is a living whirlwind of death and destruction. Constantly under the iron gaze of Khorne's scrutiny, Arbaal has never lost in battle to this date.



0738 PLASTIC BEASTMEN

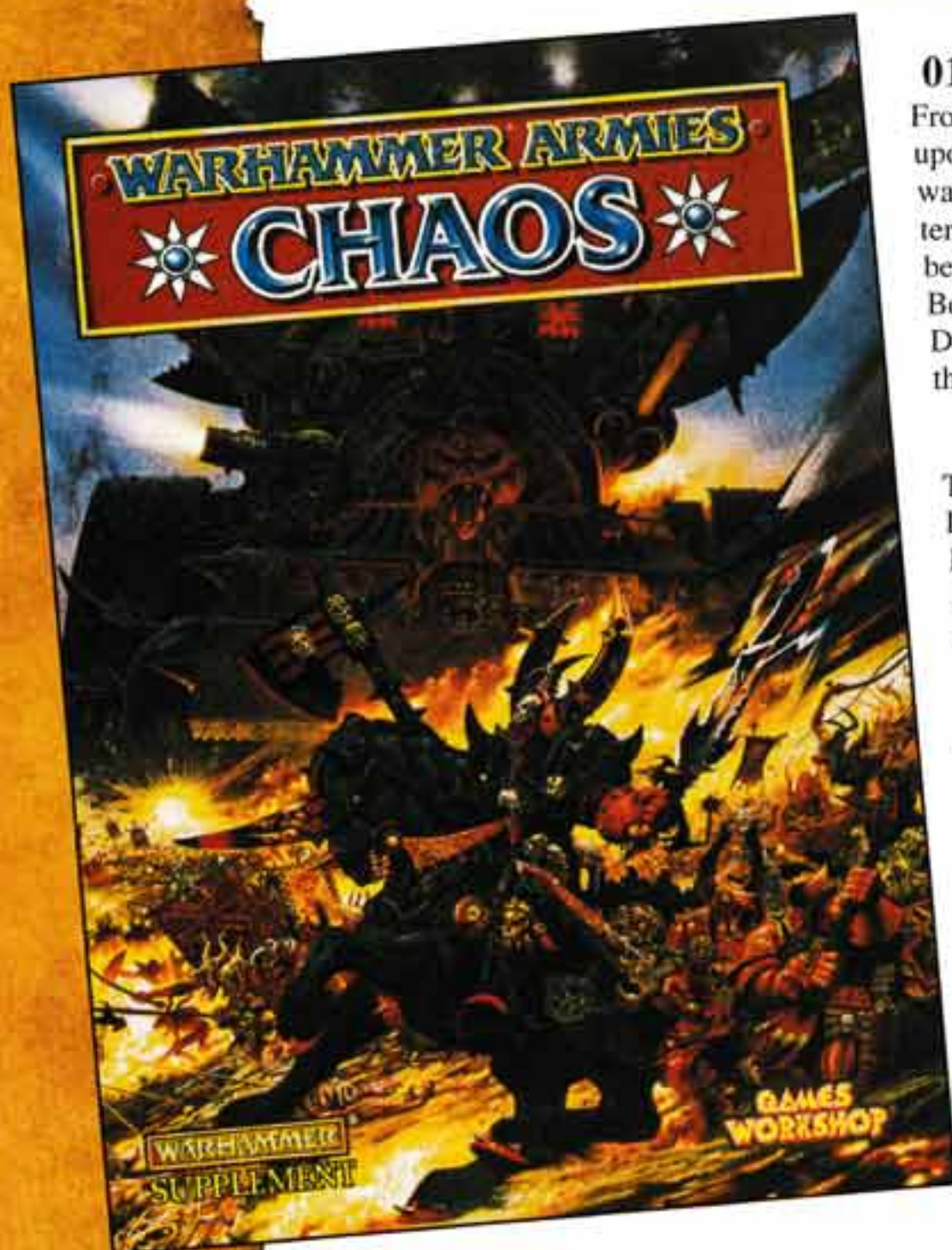
Found in the Chaos wastes and the darkest forests, Beastmen loathe other creatures, but despise humans above all else. Beastmen fight with a brutal lack of discipline and an unmatched savagery.



CHAOS

0543 THE GREAT UNCLEAN ONE

This Greater Daemon of Nurgle is vast, horrible, and rank. The Great Unclean One's body swarms with tiny daemon Nurglings bursting forth from his flesh. The daemon can vomit over its enemies in the form of blood, maggots, slime and other putrid foulness, which drowns his victims in diseased filth.



0136 WARHAMMER ARMIES CHAOS

From the desolate Northern Wastes the Chaos hordes march upon the world. Champions of the Dark Gods lead their warriors against the realms of men. Mighty Sorcerers weave terrifying spells of destruction. Horned Beastmen bray and bellow in anticipation of the slaughter that is to come. Behind them, riding upon a wave of devastation, come the Daemons of Chaos themselves, foul and unholy creatures that hate mankind and seek to enslave all living things.

THE CHAOS GODS

The four mighty Gods of Chaos: Khorne the Blood God, Lord of Battles; Nurgle the Lord of Decay, the Pestilential Master of Plague; Tzeentch the Great Sorcerer, God of Mighty Magics; and Slaanesh, the seductive and enchanting Prince of Chaos.

SPECIAL RULES

Special rules cover Chaos Gifts, horrific mutations that confer even greater powers upon your Chaos horde, and Chaos Rewards, magic boons bestowed upon your Chaos Champions and Sorcerers by the gods themselves. To accompany the expanded Chaos spell deck included in the box there is an improved set of Chaos Magic rules for Chaos Sorcerers, daemons, and Beastmen Shamans. This volume also contains rules for Chaos Spawn: vile creatures mutated beyond recognition by the unbridled forces of change.

CHAOS ARMY LIST

A complete army list for the Chaos horde. A full list of heroes, shamans, sorcerers, and monsters.

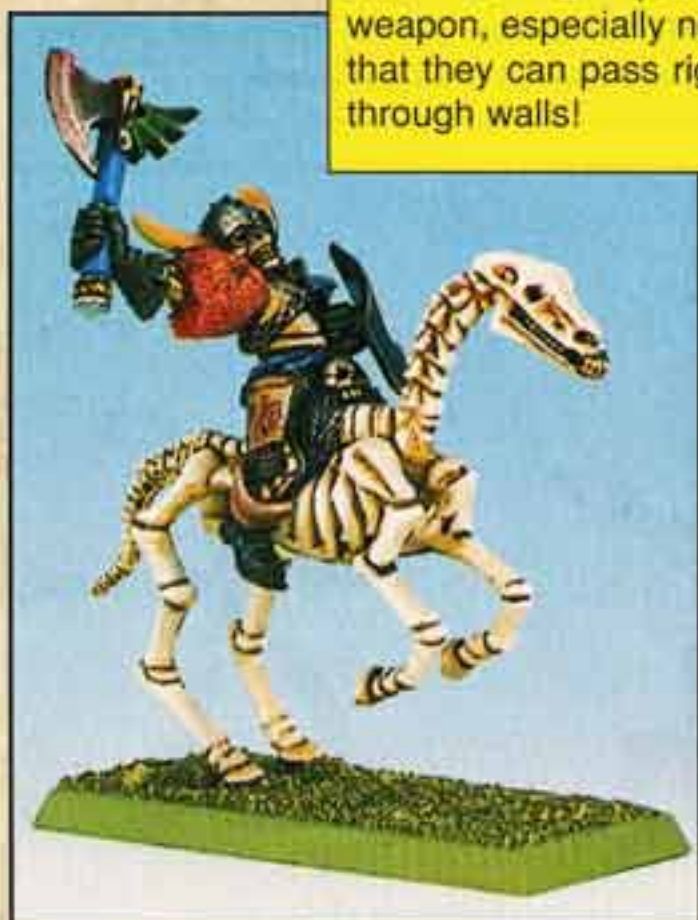
UNDEAD

On the plain of bones, hundreds of bodies shuffle along in eerie silence, their skeletons silhouetted against the moonlight. In the swamps of Tilea, decaying corpses mindlessly roam the marshes. And in the ancient necropolis, the dead carry on with day to day duties in a terrifying parody of the living. In the Warhammer World death is not always the end, but a horrifying beginning.

REAPER OF SOULS

The great undead nation came into being with the birth of the most vile and insidious Necromancer, **Nagash**. His reign of terror began over 4,000 years ago in the land of Nehekara. Here Nagash started down the path of Necromancy, first devising elixirs to extend his life, and then eventually refining spells for controlling the dead. In the end his unholy journey led to a master spell to raise all the dead in the land to fight for his nightmare army. His plan to turn the rest of the world into one undead nation under his command would have worked if not for the treachery of the Skaven. Assassinated by the evil rat things, Nagash's plans fell to ruin and much of his armies were laid to dust. Still a sorcerer as powerful as Nagash does not stay dead for long! Hidden in his tomb he bides his time, regaining strength and reassessing control over his scattered undead realm.

Even in death cavalry can be a potent weapon, especially now that they can pass right through walls!



WE ARE LEGION

Undead armies are gruesome to behold. Hordes of **Skeletons** marching along with only the clang of rusted weapons to mark their presence. **Zombies** amble forward, leaving a trail of once vital organs strewn behind them.

Horribly degenerated humans called **Ghouls** scuttle about with the hopes of getting the taste of a bit of flesh. Terrifying **Wraiths** swing their razor-sharp scythes, while their chilling touch reduces hardy warriors into gibbering cowards. Leading this otherworldly horde are the Undead elite. Bloodthirsty **Vampires**, who prowl the night in search of life sustaining blood. Sadistic **Necromancers** raid ancient barrows in search of the heroes of old to enslave in their Undead hordes. Even more horrific are the Undead Necromancers known as **Liches**. These evil creatures plot the downfall of man without the bother of human emotions, knowing full well that eventually all will be called to serve in the ranks of the Undead.

Once a mighty Chaos Champion, Krell serves again, this time in the Undead legions.



The dreaded Vampire Lords are some of the most evil of the Undead. Their unrelenting attacks and transfixing glares can kill even the best of heroes.



UNDEAD

8569A SKELETON WARRIORS



MINIATURES ARE SUPPLIED WITH A PLASTIC SHIELD SPRUE. PACKAGED 2 MINIATURES PER BLISTER.



Above: The evil Skull Chucka not only kills opponents, but causes automatic panic checks as well.

Left: Skeleton units are the backbone of the Undead army. Fearing nothing they slowly amble forth, intent on adding their foes to their own ranks.

8569B SKELETON SPEARMEN



MINIATURES ARE SUPPLIED WITH A PLASTIC SHIELD SPRUE WHEN NECESSARY. PACKAGED 2 MINIATURES PER BLISTER.

UNDEAD

8569C SKELETON WARRIORS WITH DOUBLE HANDED WEAPONS



MINIATURES ARE SUPPLIED WITH A PLASTIC SHIELD SPRUE WHEN NECESSARY. PACKAGED 2 MINIATURES PER BLISTER.

8569D SKELETON ARCHERS



PACKAGED 2 MINIATURES PER BLISTER.

UNDEAD

8569E UNDEAD COMMAND

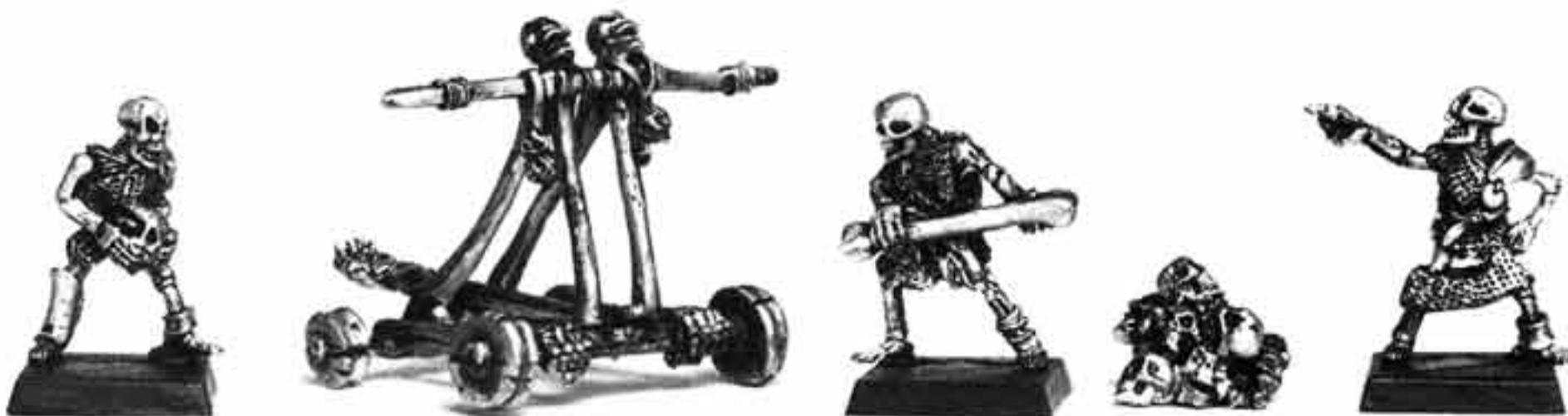


PACKAGED 3 MINIATURES PER BLISTER.

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UNDEAD

8569F SCREAMING SKULL CATAPULT



PACKAGED 1 SKULL CATAPULT, 1 PILE OF SKULLS, AND 3 CREW PER BLISTER.

8570A UNDEAD CAVALRY



MINIATURES ARE SUPPLIED WITH A PLASTIC SHIELD SPRUE.
PACKAGED 1 MINIATURE AND 1 PLASTIC SKELETAL HORSE
PER BLISTER.

8570B UNDEAD CAVALRY WITH SPEAR



MINIATURES ARE SUPPLIED WITH A PLASTIC SHIELD SPRUE.
PACKAGED 1 MINIATURE AND 1 PLASTIC SKELETAL HORSE
PER BLISTER.

8570D MOUNTED NECROMANCER



PACKAGED 1 MINIATURE AND 1 PLASTIC HORSE PER BLISTER.

8570C UNDEAD CAVALRY WITH BOW



PACKAGED 1 MINIATURE AND 1 PLASTIC SKELETAL HORSE
PER BLISTER.

UNDEAD

8570E CARRION



PACKAGED 1 MINIATURE PER BLISTER.

8571A ZOMBIES



MINIATURES ARE SUPPLIED WITH A PLASTIC SHIELD SPRUE. PACKAGED 2 MINIATURES PER BLISTER.

UNDEAD

8571B ZOMBIE COMMAND



MINIATURES ARE SUPPLIED WITH A PLASTIC SHIELD SPRUE. PACKAGED 3 MINIATURES PER BLISTER.

8571C GHOULS



PACKAGED 2 MINIATURES PER BLISTER.

UNDEAD

8572A VAMPIRE



PACKAGED 1 MINIATURE PER BLISTER.

8572C LICHE



PACKAGED 1 LICHE AND 1 RANDOMLY SELECTED FAMILIAR PER BLISTER.

8572B NECROMANCERS



PACKAGED 1 NECROMANCER AND 1 RANDOMLY SELECTED FAMILIAR PER BLISTER.



Preserved beyond death, Mummies are the most powerful of all the Undead creatures.

Wraiths are the ethereal embodiment of dead Necromancers whose twisted and mad souls could not rest.



UNDEAD

8572F GHOSTS



PACKAGED 2 MINIATURES PER BLISTER.

8572G WRAITHS



PACKAGED 2 MINIATURES PER BLISTER.

UNDEAD

8572D WIGHTS



MINIATURES ARE SUPPLIED WITH A PLASTIC SHIELD SPRUE. PACKAGED 2 MINIATURES PER BLISTER.

8572E MUMMIES



PACKAGED 2 MINIATURES PER BLISTER.

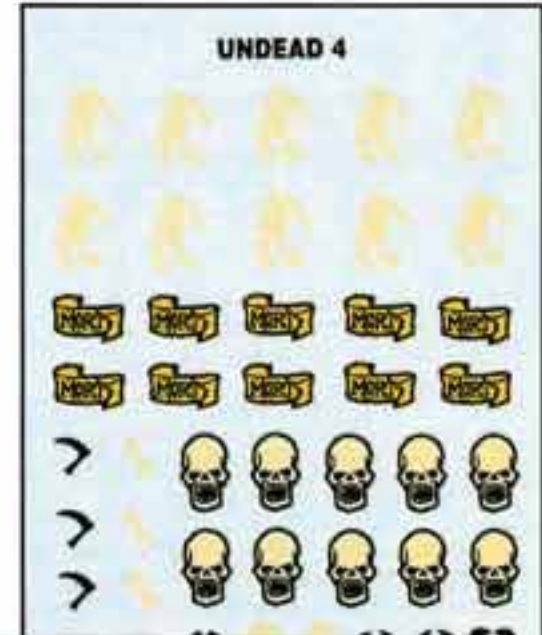
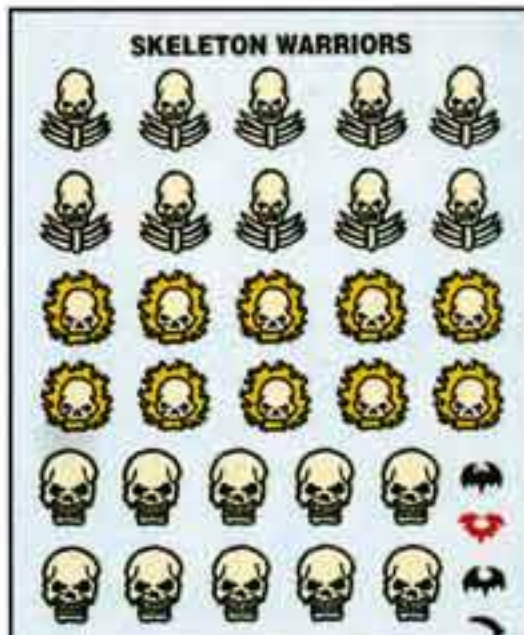
UNDEAD

8583E UNDEAD BANNERS



PACKAGED 5 BANNERS PER BLISTER.

8583M UNDEAD TRANSFERS



PACKAGED 10 TRANSFERS PER BLISTER.

UNDEAD

**8598D HEINRICH KEMMLER
THE LICHEMASTER**



MINIATURE SUPPLIED UNPAINTED.
PACKAGED 1 MINIATURE PER BLISTER.

8598E ISABELLA VON CARSTEIN



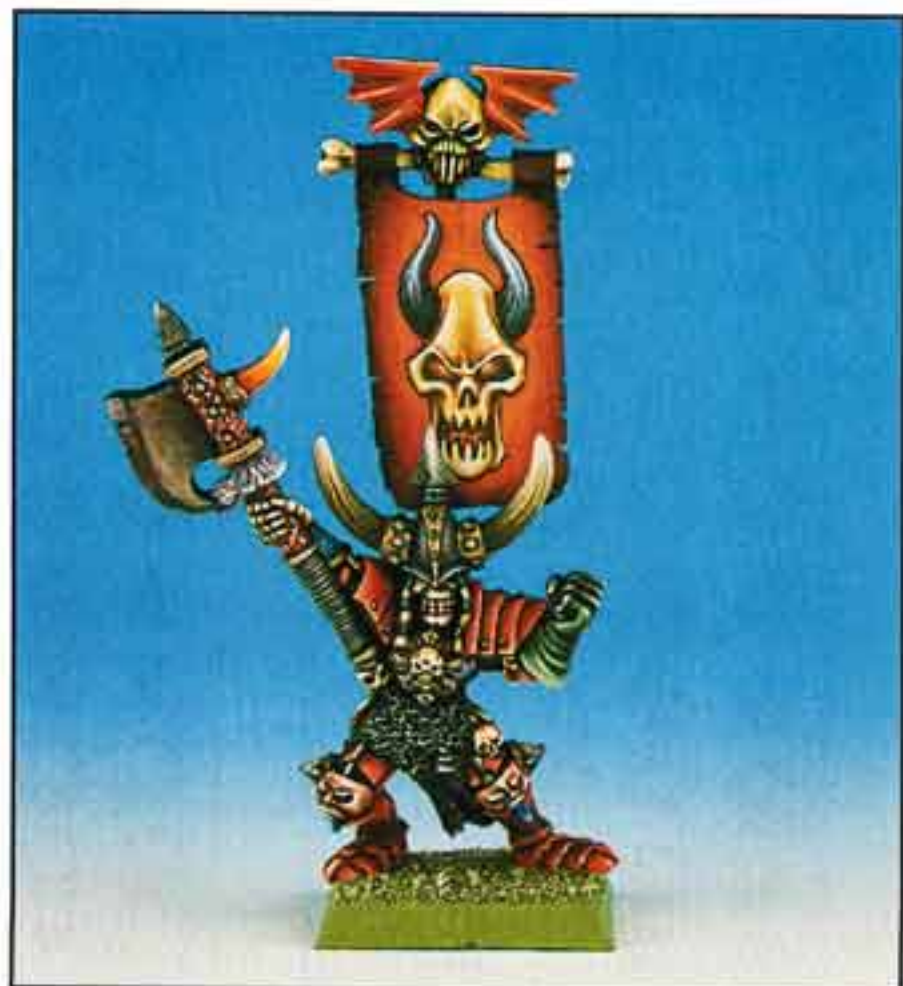
MINIATURE SUPPLIED UNPAINTED.
PACKAGED 1 MINIATURE PER BLISTER.

8598F VLAD VON CARSTEIN



MINIATURE SUPPLIED UNPAINTED.
PACKAGED 1 MINIATURE PER BLISTER.

**8598G KRELL
LORD OF THE UNDEAD**



MINIATURE SUPPLIED UNPAINTED.
PACKAGED 1 MINIATURE PER BLISTER.

UNDEAD

0518

NECROMANCER ON MANTICORE

Dieter Helsnicht, the Doomlord, hurtles across the battlefields of the Old World striking down his foes with the Chaos Runesword and the deadly Flaming Skull staff.

0519

LICHE KING'S CHARIOT

The ancient and deadly Liche King Arkhan the Black rides to battle on a powerful chariot made from the skeletal carcass of a Manticore. The chariot's ability to fly makes it even more dangerous.



UNDEAD

0523 NAGASH

The All-father of the living dead, Nagash is as ancient and evil a creature as the Old World has ever known. Forever plotting his cold revenge on the living, Nagash has risen once again to menace the entire Warhammer World.

0524 ZOMBIE DRAGON

Bound to a Necromancer by terrible sorceries, long dead Dragons are brought to life again. Partially decayed and reeking of rot, Zombie Dragons fight tirelessly for their Necromantic master.



UNDEAD



0736 PLASTIC SKELETON WARRIORS

Grim skeletal Warriors are brought back to life to form the core of many Undead Armies.

0780 PLASTIC SKELETON HORSEMEN

With the ability to ride through solid objects, Undead Horsemen make a fast and maneuverable unit.



0781 PLASTIC SKELETON CHARIOT

Rattling as they advance, Undead Chariots come equipped with wicked scythed wheels.



UNDEAD



0511 UNDEAD BOXED ARMY

All across the Old World ancient crypts open up in answer to the siren call of Necromantic magic. An evil glint appears in long-empty sockets. Hordes of the living dead gather, their bones rattling and dry flesh creaking, as they are pulled irresistibly to battle by the adamant will of their dark master.

The Undead Army contains a complete 2,000 point army. Included are Necromancer Dieter Helsnicht mounted on a Manticore, 6 Skeleton Horsemen, 20 Skeleton Warriors, 2 Undead Chariots, 2 Carrion, 2 Screaming Skull Catapults, 2 Wights, 3 Undead Command, 12 Ghouls, 12 Zombies, and a Vampire Count.

Also included is a booklet containing a full army list, characteristics, magic items, and a set of full-color, self-adhesive standards and banners for your army.

0134 WARHAMMER ARMIES UNDEAD

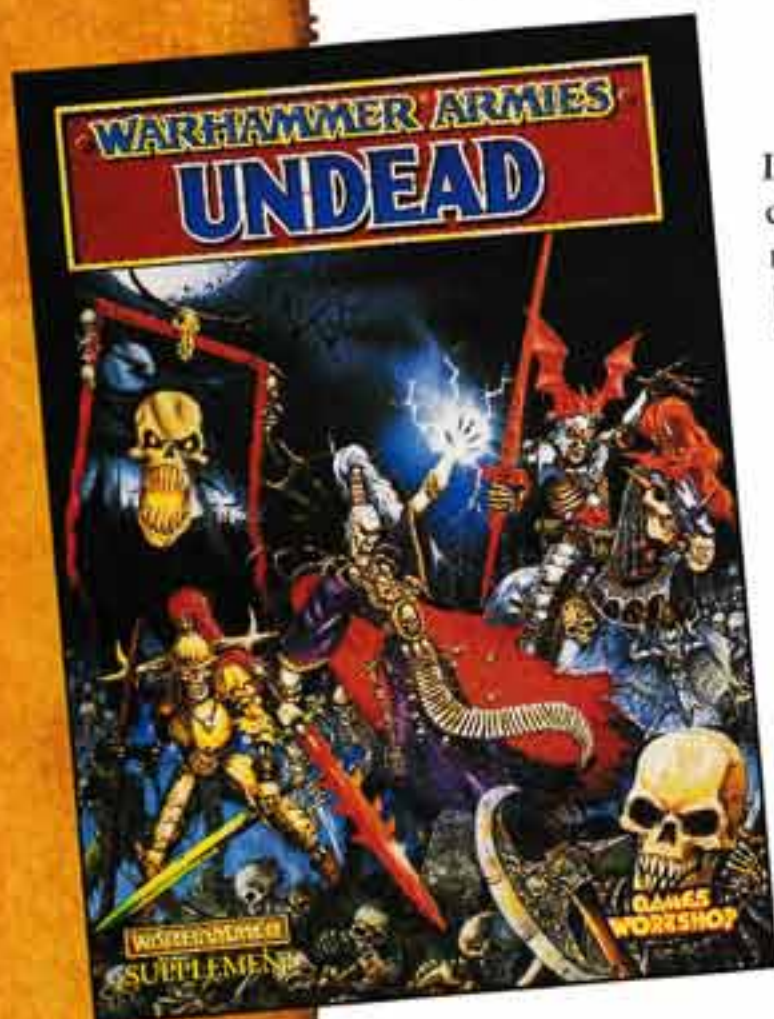
In the Warhammer World the dead do not rest easy. Vampires lurk in haunted castles in the sinister forests of Sylvania. Necromancers seek to escape their mortality by searching for forbidden knowledge within the pages of accursed books. In lost cities buried beneath the desert sands of the Land of the Dead, the Tomb Kings rule over legions of corpses, their servants in death as they were in life. And behind all of this towers the gigantic shadowy figure of Nagash, the Great Necromancer, once human but now powerful enough to rival the gods themselves.

THE REALMS OF THE DEAD

A detailed history of the Undead beginning with the birth of Nagash over 4,000 years ago. The Land of the Dead is described together with the many other enclaves and Undead strongholds that are scattered throughout the Warhammer World. A special section reveals the terrible history of the dreaded Vampire Counts of Sylvania, from their rise to power under Count Mannfred von Carstein to the present day.

ARMY LIST

This book also contains rules for all Undead creatures, warriors, and war machines. A complete set of 10 Necromantic Magic Spell Cards is provided.



CHAOS DWARFS

Chaos Dwarfs are a vile people, waging wars and enslaving thousands to work their foul mines. The smoke of hundreds of forges choke the air and the desolation of mining deposits cover the earth, turning the landscape into a blasted wasteland. On the top of obsidian temples, the evil Chaos Dwarf Sorcerers sacrifice hundreds of slaves in the name of their Dark Father, Hashut.

THE DESCENT INTO DARKNESS

Before the fall of their great Empire, the Dwarf Realms spread across the mountain ranges from the cold and windswept lands of Norsica to the blasted plains east of the World's Edge Mountains. When the great Polar Gates collapsed and the tide of Chaos swept through the world, most thought the Dwarfs to the east were lost and destroyed. Dwarfs are a robust people and rather than being wiped out, the warping tides of chaos mutated them into grim shadows of their former selves.



Chaos Dwarf Warriors are heavily armored, naturally tough, and determined fighters.

THE DRUMS OF WAR

When a Chaos Dwarf Army marches to war or in search of slaves they bring a variety of troops. **Chaos Dwarf Warriors** form the steadfast core units, supported by regiments of the devastating **Blunderbusses**. These core units are in turn supported by the elite **Bull Centaurs**, the terrible **Great Taurus**, and the **Lammasu**. Because Chaos Dwarfs are few in number they usually coerce mobs of Goblins and Orcs to fight for them. Hobgoblins readily fight for Chaos Dwarfs, giving the army some much needed speed with their **Hobgoblin Wolf Riders**. Of

course no Chaos Dwarf army is complete without heavy artillery. With their devastating **Earth Shaker Cannon**, not only can they wipe out units, but its destructive blasts are so huge it can knock nearby units to the ground!

THE SONS OF HASHUT

When the tides of Chaos rolled through some of the Chaos Dwarfs were drastically changed physically, a few becoming the great **Bull Centaurs**, guardians of the Temple of Hashut. It is even rumored that the **Great Taurus** and the hideous-faced **Lammasu** were once Chaos Dwarfs. One of the biggest changes that came over the Chaos Dwarfs was their embrace of sorcery. They became mighty wizards and used their power to raise temples dedicated to Hashut.



The mighty Death Rocket is one of the powerful war machines in the Chaos Dwarf Army.



Not only do Chaos Dwarf Sorcerers make remarkable wizards, but they are powerful warriors too.

CHAOS DWARFS

8580A CHAOS DWARF WARRIORS



MINIATURES ARE SUPPLIED WITH A PLASTIC SHIELD SPRUE.
PACKAGED 2 MINIATURES PER BLISTER.

8580B CHAOS DWARF BLUNDERBUSSES



PACKAGED 2 MINIATURES PER BLISTER.

CHAOS DWARFS

8580C CHAOS DWARF COMMAND



MINIATURES ARE SUPPLIED WITH A PLASTIC SHIELD SPRUE. PACKAGED 3 MINIATURES PER BLISTER.

8580E CHAOS DWARF HEROES



MINIATURES ARE SUPPLIED WITH A PLASTIC SHIELD SPRUE.
PACKAGED 1 MINIATURE PER BLISTER.

8580F CHAOS DWARF SORCERER



PACKAGED 1 MINIATURE PER BLISTER.

CHAOS DWARFS

8580G BULL CENTAURS



MINIATURES ARE SUPPLIED WITH A PLASTIC SHIELD SPRUE WHEN NECESSARY. PACKAGED 1 MINIATURE PER BLISTER.



Once Chaos Dwarfs, they were twisted by the warping forces of Chaos and transformed into Bull Centaurs. Both cunning leaders and brutal warriors, Bull Centaurs form an elite force for the Chaos Dwarfs.

CHAOS DWARFS

8580H BULL CENTAUR STANDARD



PACKAGED 1 MINIATURE PER BLISTER.



8580I CHAOS DWARF ROCKET LAUNCHER



PACKAGED 2 CREW AND 1 CHAOS DWARF ROCKET LAUNCHER PER BLISTER.



The Death Rocket is a fiendish invention of the Chaos Dwarf Sorcerers. Although larger rockets have been experimented with, the Death Rockets have proved the most reliable and successful on the battlefield.



CHAOS DWARFS

8581A HOBGOBLIN WARRIORS



MINIATURES ARE SUPPLIED WITH A PLASTIC SHIELD SPRUE. PACKAGED 2 MINIATURES PER BLISTER.



Hobgoblins are sneaky, distrustful and rather cowardly creatures. In large groups, however, they become cunning and malicious fighters and never hesitate to attack their enemies if it looks like they can get the upper hand.

CHAOS DWARFS

8581B HOBGOBLIN ARCHERS



PACKAGED 2 MINIATURES PER BLISTER.

8581C HOBGOBLIN COMMAND



MINIATURES ARE SUPPLIED WITH A PLASTIC SHIELD SPRUE. PACKAGED 3 MINIATURES PER BLISTER.

CHAOS DWARFS

8581C HOBGOBLIN COMMAND



MINIATURES ARE SUPPLIED WITH A PLASTIC SHIELD SPRUE. PACKAGED 3 MINIATURES PER BLISTER.

8581E SNEAKY GITS



PACKAGED 2 MINIATURES PER BLISTER.



Sneaky Gits fight using two long, curved daggers which are ideally suited for stabbing their enemy in the back. They are the most treacherous and conniving of all their twisted self-serving race.

CHAOS DWARFS

8581F HOBGOBLIN WOLF RIDERS



MINIATURES ARE SUPPLIED WITH A PLASTIC SHIELD SPRUE. PACKAGED 1 MINIATURE AND 1 PLASTIC WOLF PER BLISTER.

8581G HOBGOBLIN WOLF RIDERS WITH BOWS



PACKAGED 1 MINIATURE AND 1 PLASTIC WOLF PER BLISTER.



Mounted on the back of giant wolves, the Hobgoblin Wolf Riders are the fast attack troops of the Chaos Dwarfs. Able to wipe out artillery emplacements, sweep away archer units, or even crash into the flanks of the enemy. Wolf Riders are deadly foes.

CHAOS DWARFS

8581H HOBGOBLIN WOLF RIDER STANDARD BEARER

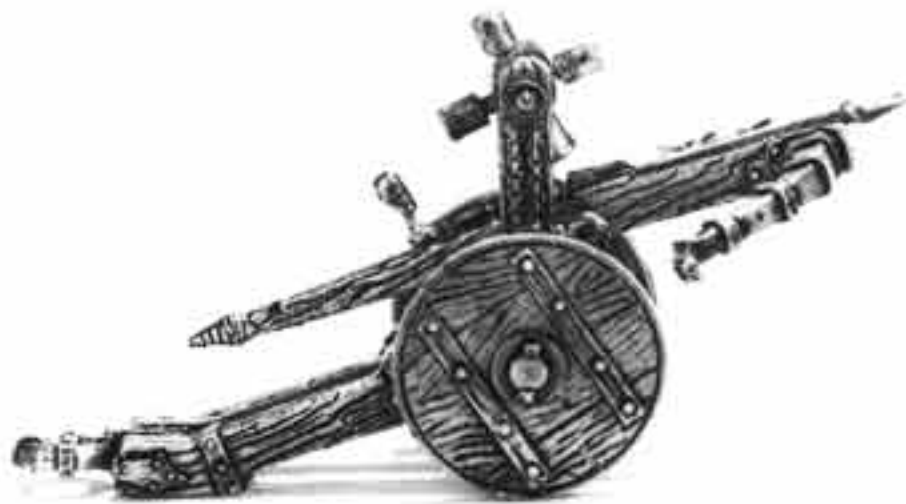


8581I HOBGOBLIN WOLF RIDER BIG BOSS



MINIATURES ARE SUPPLIED WITH A PLASTIC SHIELD SPRUE.
PACKAGED 1 MINIATURE AND 1 PLASTIC WOLF PER BLISTER.

8581K HOBGOBLIN BOLT THROWER



PACKAGED 2 MINIATURES AND 1 BOLT THROWER PER BLISTER.

8581J HOBGOBLIN WOLF RIDER CHIEFTAIN



MINIATURE SUPPLIED UNPAINTED.
MINIATURE IS SUPPLIED WITH A PLASTIC SHIELD SPRUE.
PACKAGED 1 MINIATURE, 1 PEWTER WOLF HEAD, AND
1 PLASTIC WOLF PER BLISTER.

8598H ASTRAGOTH



MINIATURE SUPPLIED UNPAINTED.
BANNER NOT INCLUDED.
PACKAGED 1 MINIATURE PER BLISTER.

CHAOS DWARFS



0833 CHAOS DWARF LORD ON GREAT TAURUS

Breathing out clouds of flame, the Great Taurus strikes terror into the hearts of its foes.



0834 CHAOS DWARF EARTHSHAKER

The Earthshaker is an awesome war machine which creates devastating shockwaves to pulverize and disrupt enemy troops. One of the deadliest weapons in the Chaos Dwarf arsenal.

CHAOS DWARFS



0749 PLASTIC CHAOS DWARFS

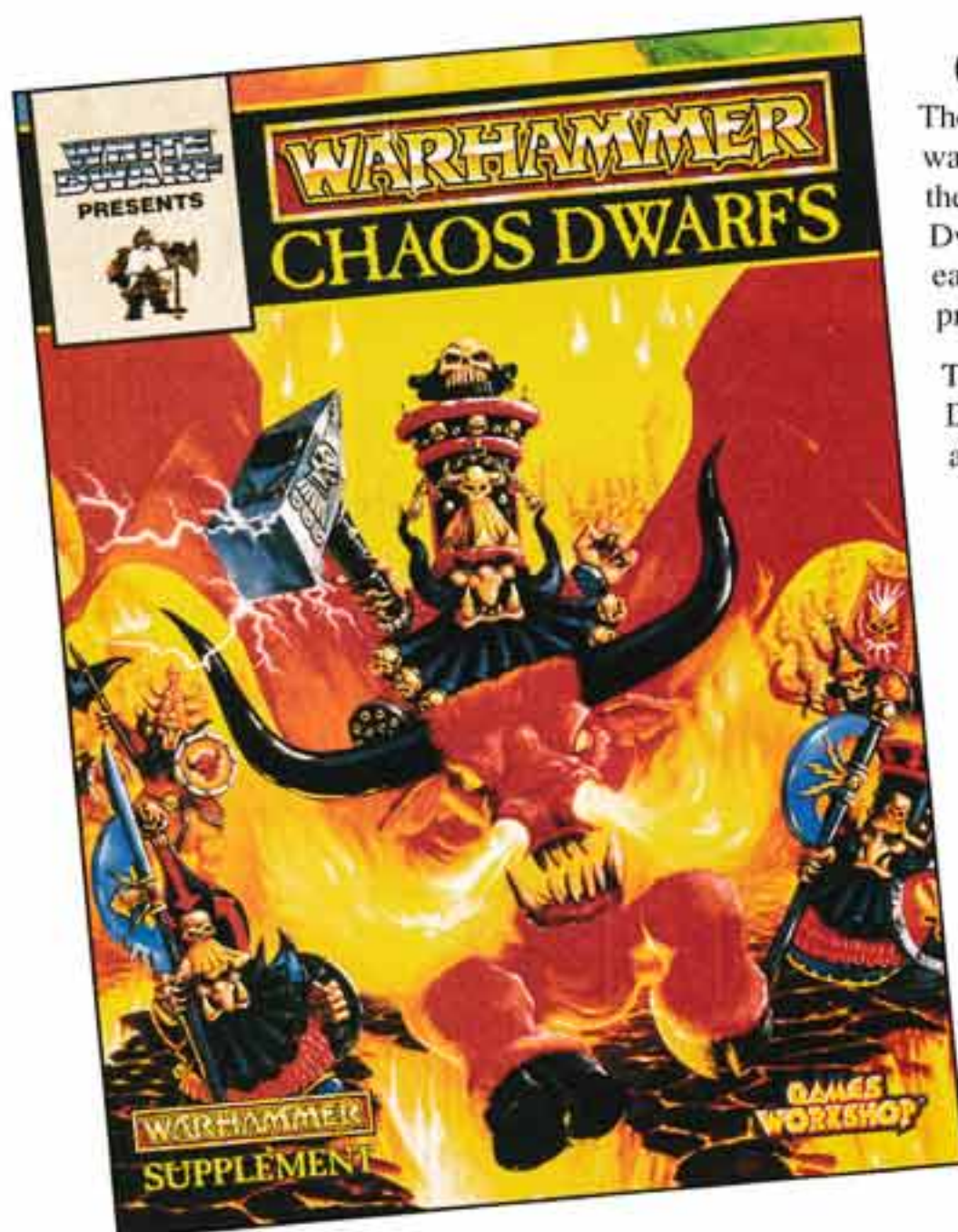
Protected by heavy scaled armor, Chaos Dwarf Warriors wield brutal double-handed axes that cleave through their foes with deadly effect.

0838 CHAOS DWARF SORCERER ON LAMMASU

Twisted by potent sorcery and foul mutation, the Lammasu wraps itself in whirling clouds of protective black magic and carries on its powerful back a mighty Chaos Dwarf Sorcerer.



CHAOS DWARFS



0129 WARHAMMER CHAOS DWARFS

The Chaos Dwarfs are a vile black-hearted race, forever waging war in their relentless search for victims to enslave. Shrouded by the smoke of a thousand forges, the foul empire of the Chaos Dwarfs lies deep inside the Dark Lands. Far below the bitter earth, the tortured slaves labor in chains, endlessly seeking out precious metals and minerals for their evil masters' plans.

This book is a compilation of Chaos Dwarf articles from White Dwarf magazine. It includes a complete Chaos Dwarf army list and rules for their unique characters, troops and war machines.



Brettonnia

Brettonnia is the land of Chivalry and Honor. Great Knights mounted on the backs of magnificent warhorses charge into battle. Supported by their Squires and Men-At-Arms, they protect the land of Brettonnia and their revered Lady of the Lake.

BLOOD AND HONOR

The land of Brettonnia is one of the greatest realms in the Old World, second only to the Empire in size, wealth, and military prowess. Much like the Empire, Brettonnia was once home to many different human tribes that fought amongst themselves for control of the land. It wasn't until the whole of Brettonnia was threatened by a massive Orc invasion that it started to form into the proud nation that stands today. Brought together under the brave leadership of Gilles le Briton, a massive campaign was launched and Gilles won

twelve straight battles, ridding the land of the Orc threat. Appointed the Overlord of Brettonnia, Gilles continued to battle against the Orcs, Chaos and other foul vermin that plagued the land.

CHIVALRY

It wasn't until the reign of Gilles son, Louis, that the Knightly orders and the code of Chivalry that embodies Brettonnia today was formed. **Knights Errant** are the first and lowest order of the Knighthood. These young warriors set out on quests in order to prove their worthiness. **Knights of the Realm** make up the most numerous of the orders. Proven in battle and worthy of the title of Knight, they serve as lords and dukes, protecting the realm and its peoples.

Questing Knights set aside their worldly possessions and set out on a holy quest to find the Grail and gain the favor of the Lady of the Lake. **Grail Knights** are the highest order of knights and are the very embodiment of Chivalry. Having succeeded in their quest for the Grail, they have sipped its contents and gained the favor of the Lady of the Lake. The orders of knights are supported by retinues of commoners or Men-At-Arms. Regiments of

A much less noble weapon, bows are left to the commoners to use.

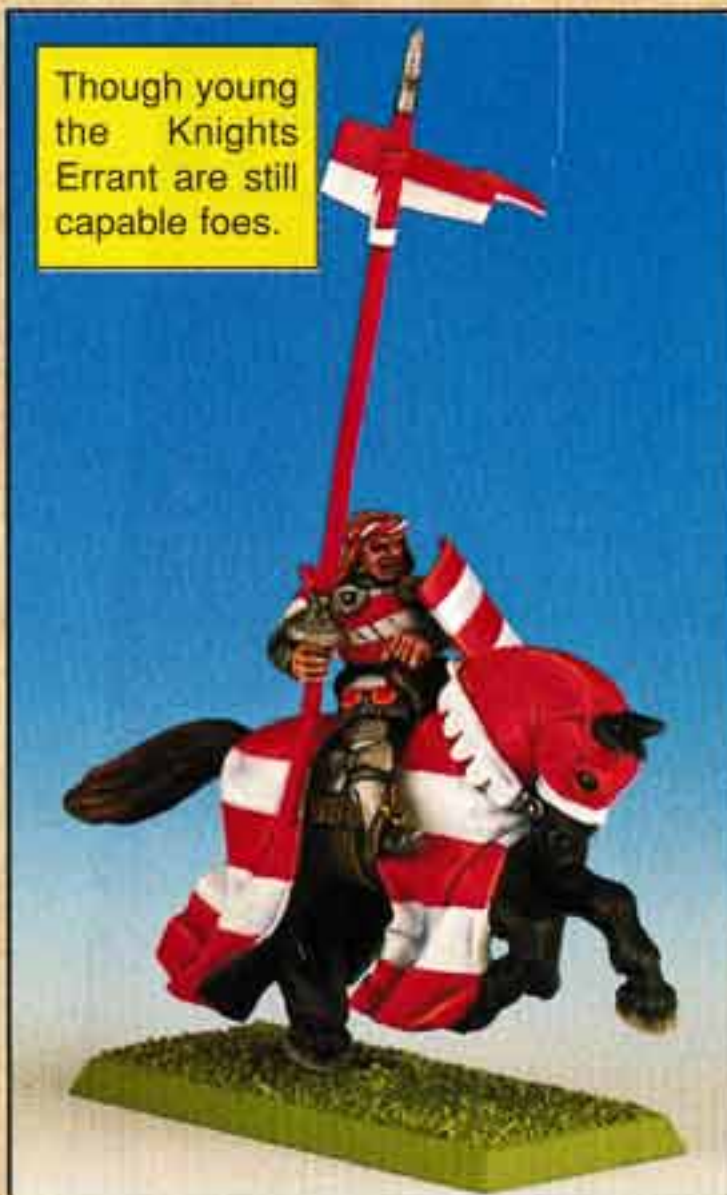
Bowmen are raised from the villages to give valuable long range support to the knights. Basic infantry comes in the form of deadly regiments of **Halberdiers** and defensive units of **Spearmen**. With the variety of steadfast cavalry, and solid infantry, the armies of Brettonnia stand ready to repulse any who try to desecrate their beloved land.



A Knights of the Realm Standard Bearer.



Though young the Knights Errant are still capable foes.



BRETONNIANS

8566A BRETONNIAN KNIGHTS ERRANT



MINIATURES ARE SUPPLIED WITH A PLASTIC SHIELD SPRUE. PACKAGED 1 MINIATURE AND 1 PLASTIC HORSE PER BLISTER.



Knights Errant are young knights that must prove themselves in battle before they can be elevated to Knights of the Realm.

BRETONNIANS

**8566B KNIGHTS ERRANT
CHAMPION**



**8566C KNIGHTS ERRANT
STANDARD BEARER**



**8566D KNIGHTS ERRANT
MUSICIAN**



MINIATURES ARE SUPPLIED WITH A PLASTIC SHIELD SPRUE. PACKAGED 1 MINIATURE AND 1 PLASTIC HORSE PER BLISTER.

8566E BRETONNIAN KNIGHTS OF THE REALM



MINIATURES ARE SUPPLIED WITH A PLASTIC SHIELD SPRUE. PACKAGED 1 MINIATURE AND 1 PLASTIC HORSE PER BLISTER.

BRETONNIANS

8566F KNIGHTS OF THE
REALM CHAMPION



8566G KNIGHTS OF THE
REALM STANDARD
BEARER



8566H KNIGHTS OF THE
REALM MUSICIAN



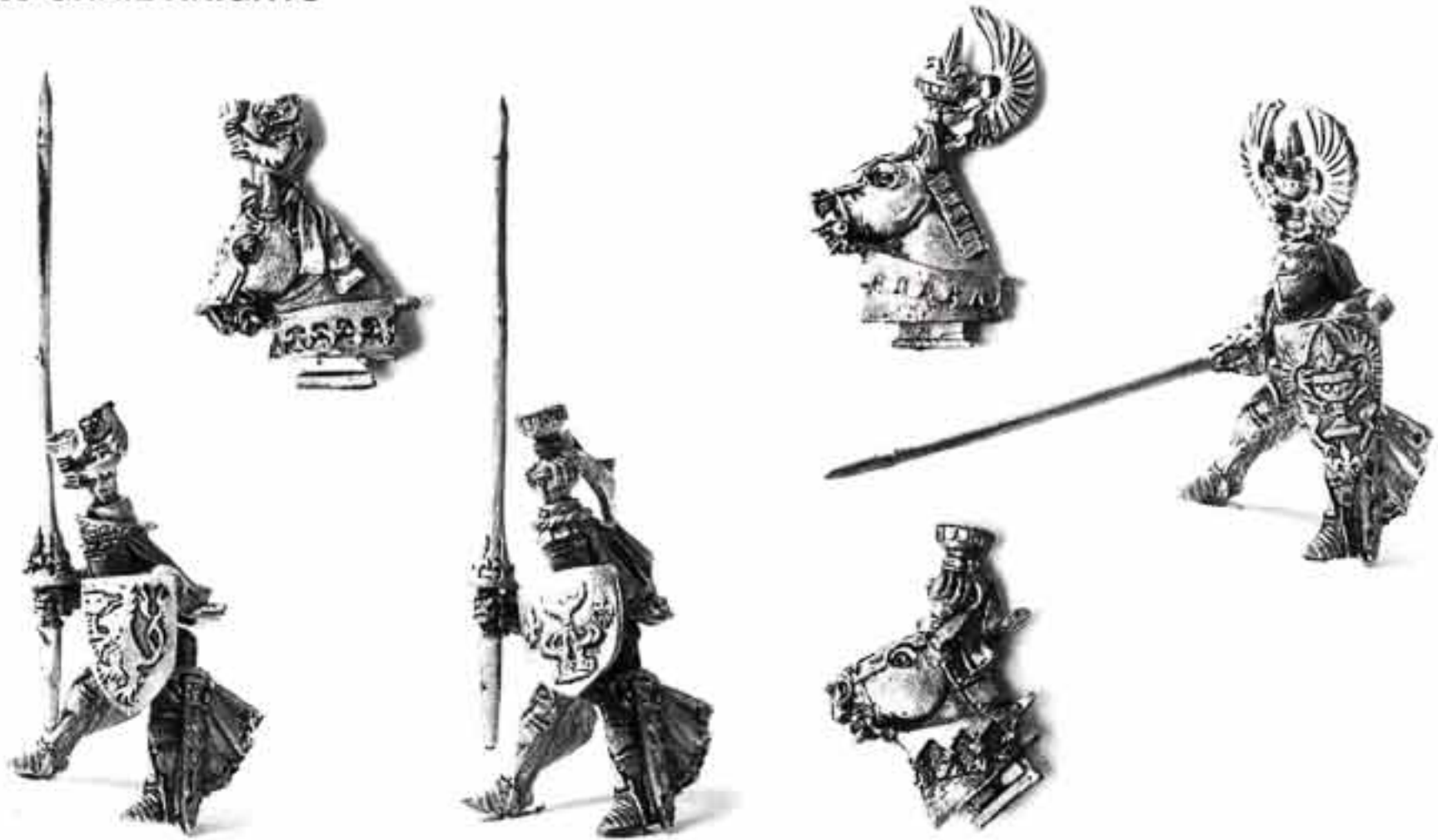
MINIATURES ARE SUPPLIED WITH A PLASTIC SHIELD SPRUE. PACKAGED 1 MINIATURE AND 1 PLASTIC HORSE PER BLISTER.



Knights of the Realm are the defenders of the provinces of Bretonnia. Lords of the castle ride forth to protect their vassals and subjects.

BRETONNIANS

8566J GRAIL KNIGHTS



PACKAGED 1 MINIATURE, 1 PEWTER SHIELD, 1 HORSE HEAD AND 1 PLASTIC HORSE PER BLISTER.



8566K GRAIL KNIGHTS CHAMPION



8566L GRAIL KNIGHTS STANDARD BEARER



8566M GRAIL KNIGHTS MUSICIAN



MINIATURES ARE SUPPLIED WITH A PLASTIC SHIELD SPRUE. PACKAGED 1 MINIATURE, 1 HORSE HEAD AND 1 PLASTIC HORSE PER BLISTER.

BRETONNIANS

8567A BRETONNIAN MEN-AT-ARMS WITH SPEARS



MINIATURES ARE SUPPLIED WITH A PLASTIC SHIELD SPRUE. PACKAGED 2 MINIATURES PER BLISTER.

8567B BRETONNIAN MEN-AT-ARMS WITH SPEARS COMMAND



MINIATURES ARE SUPPLIED WITH A PLASTIC SHIELD SPRUE. PACKAGED 3 MINIATURES PER BLISTER.

BRETONNIANS

8567C BRETONNIAN BOWMEN



PACKAGED 2 MINIATURES PER BLISTER.

8567D BRETONNIAN BOWMEN COMMAND



PACKAGED 3 MINIATURES PER BLISTER.

BRETONNIANS

8567E BRETONNIAN MEN-AT-ARMS WITH HALBERDS



MINIATURES ARE SUPPLIED WITH A PLASTIC SHIELD SPRUE. PACKAGED 2 MINIATURES PER BLISTER.

8567F BRETONNIAN MEN-AT-ARMS WITH HALBERDS COMMAND



MINIATURES ARE SUPPLIED WITH A PLASTIC SHIELD SPRUE. PACKAGED 3 MINIATURES PER BLISTER.



The most skilled of the commoners are raised up in units of Men-At-Arms to defend the castle and to act as infantry when the local lord marches to war.

BRETONNIANS

8599R BERTRAND THE BRIGAND



Bertrand



Hugo le Petit



Gui le Gros

MINIATURES SUPPLIED UNPAINTED. PACKAGED 3 MINIATURES PER BLISTER.

8599P MORGIANA LE FAY, FAY ENCHANTRESS OF BRETONNIA



MINIATURES SUPPLIED UNPAINTED. PACKAGED 3 MINIATURES PER BLISTER.



0139 WARHAMMER ARMIES BRETONNIA

Heed the call to arms of the valiant Knights of Bretonnia, noblest of men and guardians of a kingdom founded upon the principles of chivalry and the protection of the weak. Mighty Knights, loyal Bowmen and steadfast Men-At-Arms do battle in the name of the Lady of the Lake and for glory of the King, crusading against the forces of evil and smiting the unholy with righteous fury.

THE LAND OF CHIVALRY

A description and history of the kingdom of Bretonnia and its unique chivalric and heraldic traditions.

SPECIAL RULES

The Bestiary describes the warriors of Bretonnia, including Knights Errant, Knights of the Realm, Questing Knights, Grail Knights, Men-At-Arms, Bowmen, and Squires. Also included are new special rules covering the various Knightly Virtues.

ARMY LIST

A complete army list for Bretonnia detailing all the basic troop types, as well as special characters such as Louen Leoncoeur, the King of Bretonnia, the Fay Enchantress Morgiana Le Fay, and Bertrand the Brigand and the Bowmen of Bergerac.

'EAVY METAL

Color photographs of the Bretonnian army painted by Games Workshop's Eavy Metal team plus extensive painting tips and an in-depth look at Bretonnian heraldry.

BRETONNIANS



0538 LOUEN LEONCOEUR KING OF BRETONNIA

Louen is the embodiment of knightly virtue and courage. Sworn to protect the mystical Lady of the Lake and his beloved Bretonnians, the mighty King can always be found in the thick of the fray, driving the enemy before him.



0541 BRETONNIAN GRAIL KNIGHTS

Having faced and vanquished the most terrible perils in their search for the grail, Grail Knights are the most skilled and courageous fighters in all the realm of Bretonnia. They are utterly fearless in battle, and their thunderous charge can make the most determined enemies quake with terror.

BRETONNIANS



0667 PLASTIC BRETONNIAN BOWMEN

Only the finest archers may join the regiments of Bretonnian Bowmen. Massed ranks of these archers shoot deadly volleys of arrows at the enemy.

0542 GREEN KNIGHT

The Green Knight shuns the company of other Knights and lives as a hermit guarding the sacred places of the Lady of the Lake. He will not join any unit and always fights alone and single handed.



0665 PLASTIC BRETONNIAN KNIGHTS

In battle the Knights of the Realm rally to the King to crush the enemies of Bretonnia.



LIZARDMEN

High atop the temples in the steamy jungles of Lustria sit the bloated Slann Mage-Priests. From there they use their supreme will and power to carry out the great cosmic plan. Supported by the brutish Saurus, the small and agile Skinks, and a host of other reptilian creations, the Slann ensure that the divine plan of the Old Ones will come to bear.

THE ARRIVAL

Long before the cities of man, before the Dwarfs sang their great drinking songs, before even the High Elves sailed across the oceans, the Old Ones ruled over the world. They came in great silver ships via a great portal over the North Pole and settled in the steamy jungles on what is now known as the great continent of Lustria. There they spawned the great Slann to help them in their divine plan. Great temples were raised, and for these the Saurus, Skinks, Kroxigors and other breeds were spawned. The Old Ones were so powerful that they changed shape and climate of the world.

THE COLLAPSE

By some terrible mistake the polar gates collapsed and were destroyed, taking the Old Ones and the Slann of the first spawning with it. A great rift in the fabric of space occurred, and through this poured the foul force of Chaos and a great tidal wave of magic flooded the world. The remaining Slann were left to contemplate the Old Ones Divine Plan. With their servants they carry on to the best of their abilities, letting none stand in their way for the Old Ones will is supreme and their plan will be done despite the cost!

A SCALY HORDE

When the Lizardmen march to war, the world quakes. The Slann do not take well to those that interfere with the Old Ones plans, and will go to any end to make sure the plan stays on course. The **Slann Mage-Priests** lead their servants into battle on the top of great palanquins carried by the strongest and most fierce of the Saurus. The core of the army is

made up of the small and agile **Skinks**. Though not the best in hand-to-hand they are good bowmen, and often carry poisoned arrows. The **Saurus**, however, are bred for close combat. With heavily muscled bodies and fierce snapping jaws they can take down the strongest warriors, while the

Saurus Temple Guard can cleave through the heaviest of armor with their powerful halberds. Even larger are the terrifying

Kroxigors. Able to accompany Skinks or fight on their own, they are towering figures of destruction. Soon to be pouring forth from the Lustrian jungles will be

more lizardmen beasts, like the high flying **Terradons** which swoop down upon enemy units dropping large boulders, and the great **Stegadon** that can crush enemy units underfoot.

Surely, none can defy the will of the Old Ones, and those that try will pay with their lives!



Towering over the battlefield, Kroxigors are mighty lizards able to cleave the enemy in half with their great bronze axes.



Powerful warriors, few can stand up against the strong arms and gnashing teeth of the Saurus.



Small and speedy, Skinks can unleash volleys of poisoned javelins and arrows into their foes.

LIZARDMEN

8584A SKINK ARCHER COMMAND



PACKAGED 3 MINIATURES PER BLISTER.

8584B SKINK ARCHERS



PACKAGED 3 MINIATURES PER BLISTER.

LIZARDMEN

8584C SKINKS WITH JAVELINS



PACKAGED 3 MINIATURES PER BLISTER.

8584D SKINKS WITH JAVELINS COMMAND



PACKAGED 3 MINIATURES PER BLISTER.

LIZARDMEN

8584E LIZARD SWARM



PACKAGED 10 MINIATURES PER BLISTER.

8584F SNAKE SWARM



PACKAGED 10 MINIATURES PER BLISTER.

8585C SAURUS WITH HAND WEAPONS



MINIATURES ARE SUPPLIED WITH A PLASTIC SHIELD SPRUE. PACKAGED 2 MINIATURES PER BLISTER.

With their high strength, toughness, and armor save, Lizardmen Saurus are nearly unstoppable.



LIZARDMEN

8585A SAURUS COMMAND



MINIATURES ARE SUPPLIED WITH A PLASTIC SHIELD SPRUE. PACKAGED 3 MINIATURES PER BLISTER.



Skirmishing allows the Skinks to form a protective shield for other troops, and make themselves harder to hit as well as they advance.



While Skinks may not seem that intimidating, they can swarm over the enemy in massed ranks and use the awesome power of the Kroxigor to take out heavily armored foes.

LIZARDMEN

8585D LIZARDMEN KROXIGOR



PACKAGED 1 MINIATURE PER BLISTER.

8585E SAURUS WITH SPEARS



MINIATURES ARE SUPPLIED WITH A PLASTIC SHIELD SPRUE. PACKAGED 2 MINIATURES PER BLISTER.



Spears allow an extra rank in the unit of the Saurus to fight, further increasing their incredible prowess in battle.

LIZARDMEN

8585F TEMPLE GUARD CHAMPION



MINIATURE IS SUPPLIED WITH A PLASTIC SHIELD SPRUE.
PACKAGED 1 MINIATURE PER BLISTER.

8585G TEMPLE GUARD COMMAND



PACKAGED 2 MINIATURES PER BLISTER.

8585H TEMPLE GUARDS



MINIATURES ARE SUPPLIED WITH A PLASTIC SHIELD SPRUE. PACKAGED 2 MINIATURES PER BLISTER.



Saurus Temple Guards wield deadly halberds in battle, allowing them to cut through all but the thickest of armor with ease.

LIZARDMEN



0663 PLASTIC LIZARDMEN SAURUS

The Saurus were bred by the Old Ones to be supreme warriors. They are ferocious fighters, tearing and ripping with their talons and teeth as well as hacking with their crude bronze weapons.



0664 PLASTIC LIZARDMEN SKINKS

In battle Skinks form huge units ready for their masters to command. They are the most agile of the Lizardmen and shoot great volleys of poisoned arrows into the ranks of their enemies.



LIZARDMEN



0540 SLANN MAGE PRIEST ON PALANQUIN

The bloated Slann Mage Priest is carried into battle by the most exceptionally strong and dedicated Sauruses. Chosen to become part of the elite Temple Guard.



0140 WARHAMMER ARMIES LIZARDMEN

Deep within the steaming Jungles of Lustria, the Lizardmen sound the drums of war. From mighty temples and ruined cities, they issue forth to defend their ancient civilization and conquer new lands. Under the guidance of their Slann Masters, the Lizardmen have come to unleash their cold blooded savagery upon the world.

LUSTRIA

A description and history of the tropical jungles of Lustria, cradle of the Warhammer World's most ancient and arcane civilization.

SPECIAL RULES

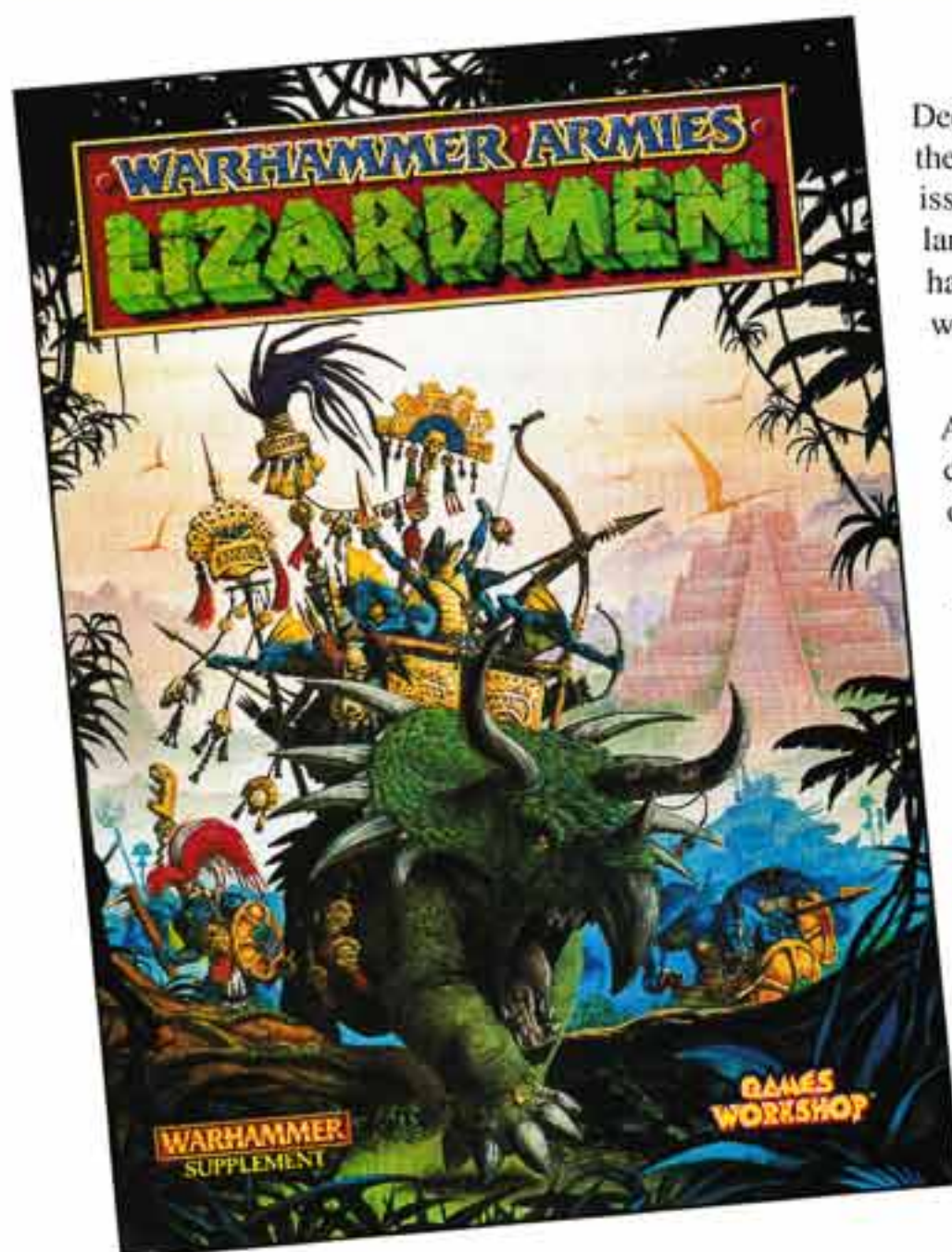
The Bestiary describes the fearsome Lizardmen in all their guises, featuring Skinks, Sauruses, Kroxigors and the Slann Mage-Priests themselves. Also described are Cold Ones, Terradons, Stegadons and Salamanders, awesome reptiles bred ages past to serve the Lizardmen as mounts and beasts of burden.

ARMY LIST

A complete army list for the Lizardmen, including all the various troops types, as well as unique special characters like Venerable Lord Kroak, Lotl-Botl the Saurus, and Oxayotl the Chameleon Skink.

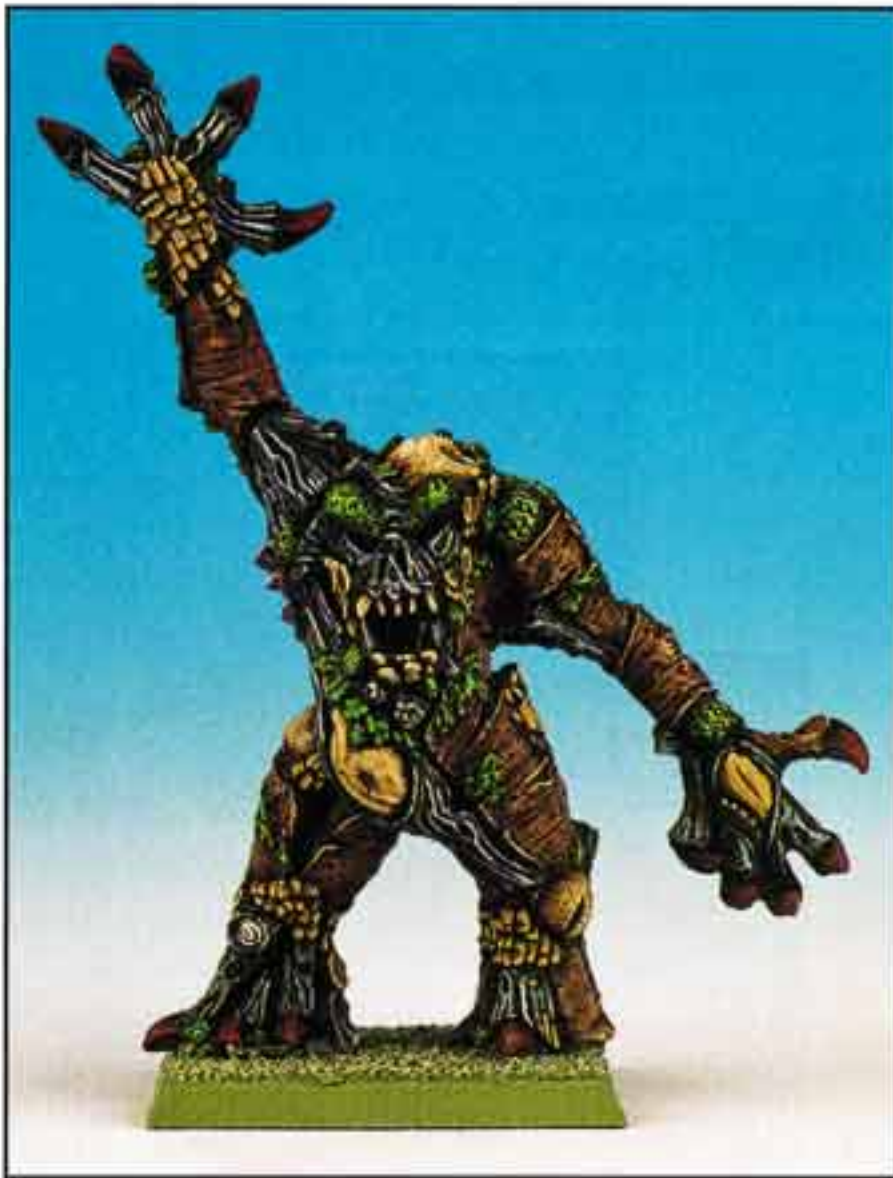
COLOR SECTION

Color photographs of the Lizardmen army painted by Games Workshop's 'Eavy Metal team, plus extensive tips on how to paint Lizardmen models.



MONSTERS

8574A TREEMEN



MINIATURES ARE SUPPLIED UNPAINTED.
PACKAGED 1 MINIATURE PER BLISTER.



8574C UNICORN



PACKAGED 1 MINIATURE PER BLISTER.

8574F COCKATRICE



PACKAGED 1 MINIATURE PER BLISTER.

8574D GIANT SPIDER



PACKAGED 1 MINIATURE PER BLISTER.

MONSTERS

8574B WAR EAGLES



PACKAGED 1 MINIATURE PER BLISTER.



8574E GIANT SCORPIONS



PACKAGED 1 MINIATURE PER BLISTER.

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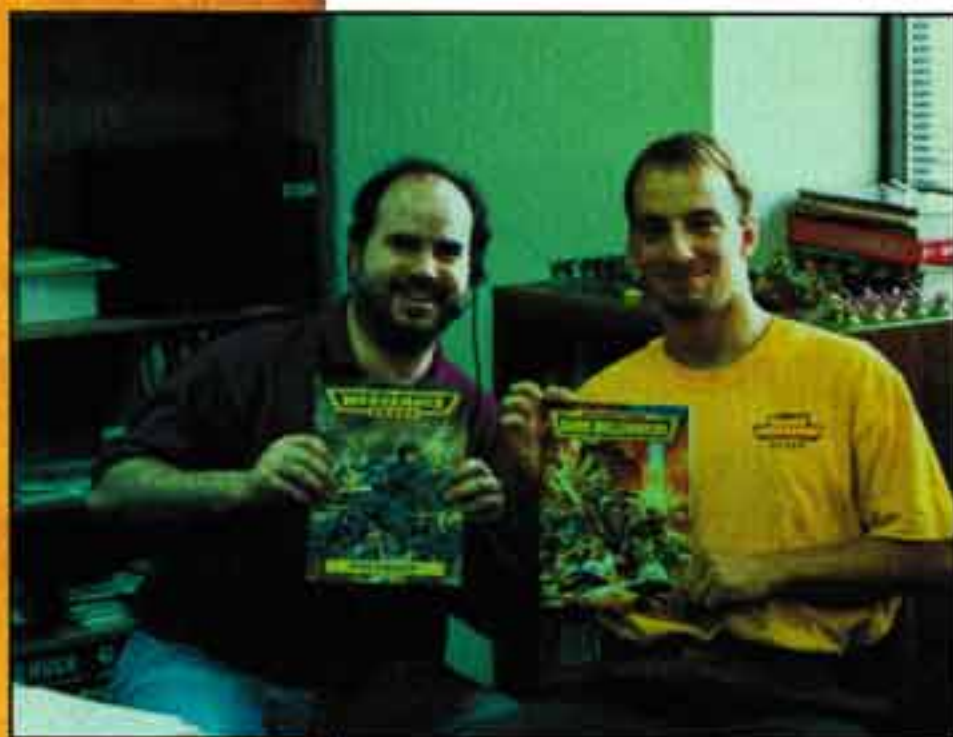
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- B) Please phrase written questions in a Yes/No format when possible.
- C) Leave space between questions so we can fill in the answers on the same page!

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Of course just showing the product isn't enough - we also have to tell you where to get it. An easy to access directory leads you to a Retailer List. Every country is listed, but the United States is broken up by states. The town, store name, and phone number is listed so you can zip down to your local shop and pick up what you need!

SUBSCRIPTIONS

WHITE DWARF



White Dwarf is Games Workshop's monthly gaming supplement and Citadel Miniatures catalog. Every issue is crammed full with 120 color pages of high energy Games Workshop games and Citadel Miniatures. Not only can you find all the new model releases in every issue, but you'll also find painting information, new game rules, tactics, Modelling workshops, and much, much, more!

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WARHAMMER MAGIC



Warhammer Magic contains rules for using spells and magic items in the Warhammer game. Regardless of which armies you own, Warhammer Magic includes everything you need to bring wizards and magic to your battles.

BOX CONTENTS

Warhammer Magic Rulebook

Magic Item Cards

- 81 Magic Weapon Items
- 42 Enchanted Magic Items
- 18 Magic Armour Items
- 36 Wizard Arcana Items
- 6 Magic Ward Items
- 12 Bound Magic Items
- 30 Magic Standard Items

Winds of Magic Deck

- 36 Winds of Magic cards

Spell Decks

- 10 High Magic spells
- 10 Necromantic spells
- 13 Skaven spells
- 10 Waaagh spells
- 10 Dark Magic spells
- 20 Battle Magic spells
- 10 Chaos Dwarf spells

Templates and Counters

- 10 Spell effect templates
- 12 Warpstone counters

WARHAMMER

The Grudge of Drong



The Grudge of Drong is the first in a series of Warhammer Fantasy Battle campaign series. It is a tale of Dwarf Pride and Elven cunning, in which Queen Helgar is determined to fight to the last Elf to hold on to the throne of her ancestors, so bitterly begrudged by her ancestral enemy, Drong.

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PAD

4 ELF AND 5 DWARF
SCENARIO
HANDOUTS

THIS IS NOT A COMPLETE GAME YOU WILL NEED A COPY OF WARHAMMER - THE GAME OF FANTASY BATTLES TO USE THE CONTENTS OF THIS BOX. PLAYERS SHOULD ALSO HAVE ACCESS TO THE WARHAMMER ARMIES BOOKS DWARFS AND HIGH ELVES.

Warhammer Quest



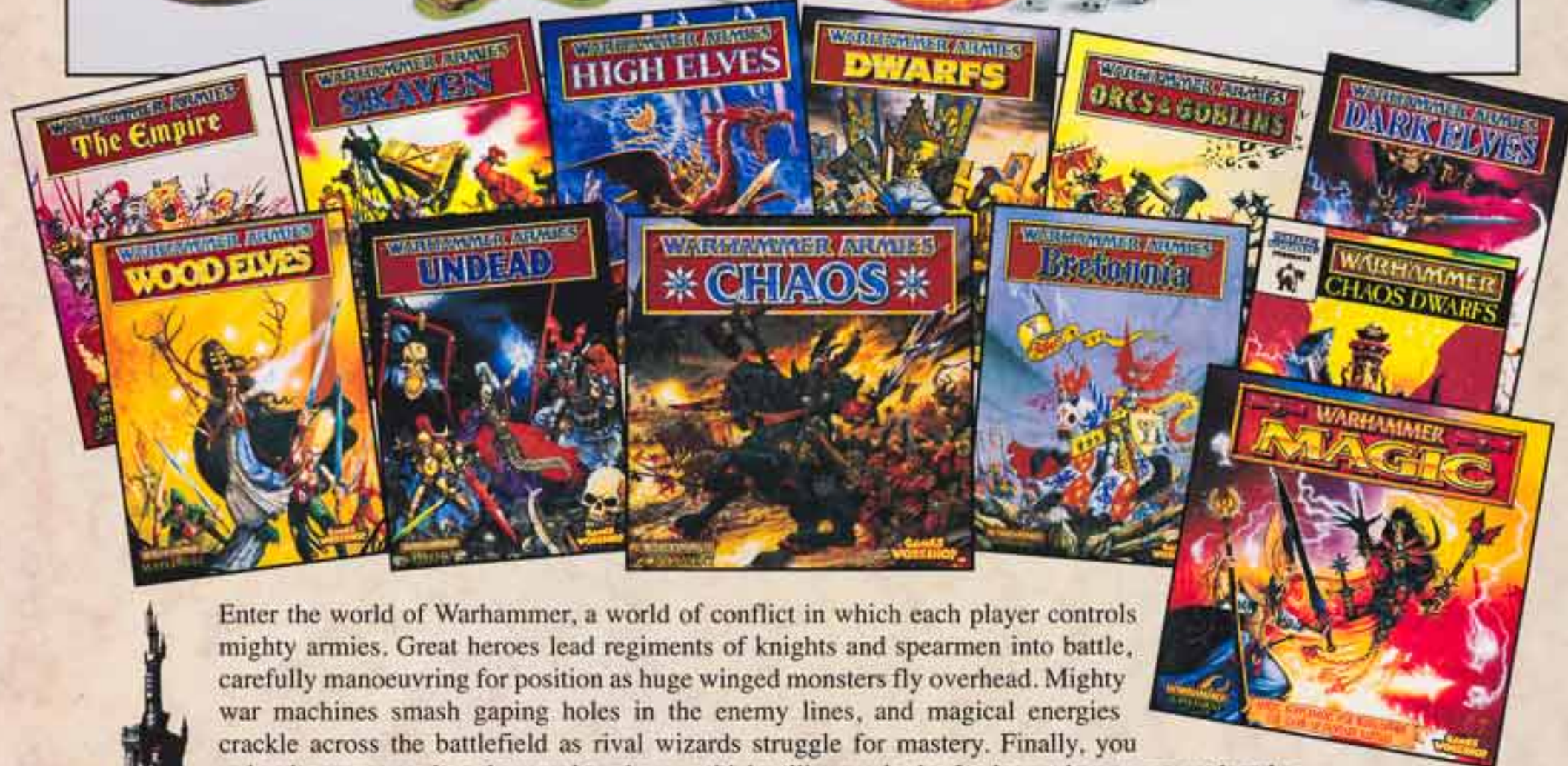
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